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64

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round one?



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NINTENDO⁶⁴



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MARIO KART
64



GUIDE



MEMORY PACK



4 PLAYER

Nintendo 100% action!

64
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Every new N64
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magazine



volume three

He Shoots, He Scores!

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Football has very definitely come home with *International Superstar Soccer 64* – the best soccer sim ever!

04

mag

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THE SPYING GAME

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WAR GODS

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BOOM! SHAKE THE ROOM!

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The essential guide to every N64 game we've ever reviewed!

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Home of the brave and the free... and the unscrupulous cheats! If there's a code for an N64 game, we'll find it for you.

50 SHADOWS OF THE EMPIRE

Put an end to your Empire-related anguish with the final part of our complete solution.

66 SUPER MARIO 64

Almost there... the penultimate part of our full walkthrough will bring Mario up to almost the final stages of his quest for the stars.

Playing Tips and Guides



N⁶⁴ Welcome!

Welcome to the N⁶⁴!

THREE ISSUES IN, AND A NEW NAME APPEARS AT the top. (Puts on Troy McClure voice...) "Hi, I'm Andy McDermott. You may remember me from such videogame magazines as *Super Gamer*, *PC Power*, *Play* and *X•Gen*!" If you don't, not to worry – a probably unhealthy proportion of my life has been spent playing videogames, from 1970s arcade machines and the ZX Spectrum through to the PlayStation and now the Nintendo 64, so I do know what I'm talking about. Games-wise, anyway...

Okay, introductions over, now for the actual editorial bit. It has to be said that I didn't pick the most auspicious time to take over as editor – the release schedule for N64 games, in the UK or abroad, is as weak as it was when the N64 was first launched in Japan. In fact, it's even weaker – at least then there were *Mario 64* and *Pilotwings* to play. *War Gods* and *Doraemon* aren't quite in the same league... For once, UK gamers have more to look forward to than Japanese or American N64 owners as *Mario Kart 64* and *International Superstar Soccer 64* hit British shelves, but after that there's a definite slump until at least September. Summer has always been a weak time for game releases, and with its dearth of software the N64 has been particularly badly hit.

Game launches are becoming more and more seasonal, with many companies holding back their software until the run-up to Christmas. This might make sense for the suits, as more games are sold at that time of year (just as most new cars are bought in August), but it's bad news for players. Does a nine month stretch with only a few games being released, followed by a huge glut in the three months before Christmas, sound like a good thing? It doesn't to me, and I'm sure it doesn't to you, either.

Interestingly, the company that is doing the most to spread its games out over the whole year is Nintendo itself. The big N obviously has sufficient confidence in the quality of its games that it doesn't feel the need to cash in on the Christmas rush. Either that, or it wants to keep sales of the console itself moving smoothly...

Anyway, enough of my wibblings – you've got the rest of 64 MAGAZINE still to come. Hope you enjoy it!

ANDY McDERMOTT, editor

the 64 showcase

news
peripherals
advice • hot new
items of interest



BLOODY GOOD NEWS!

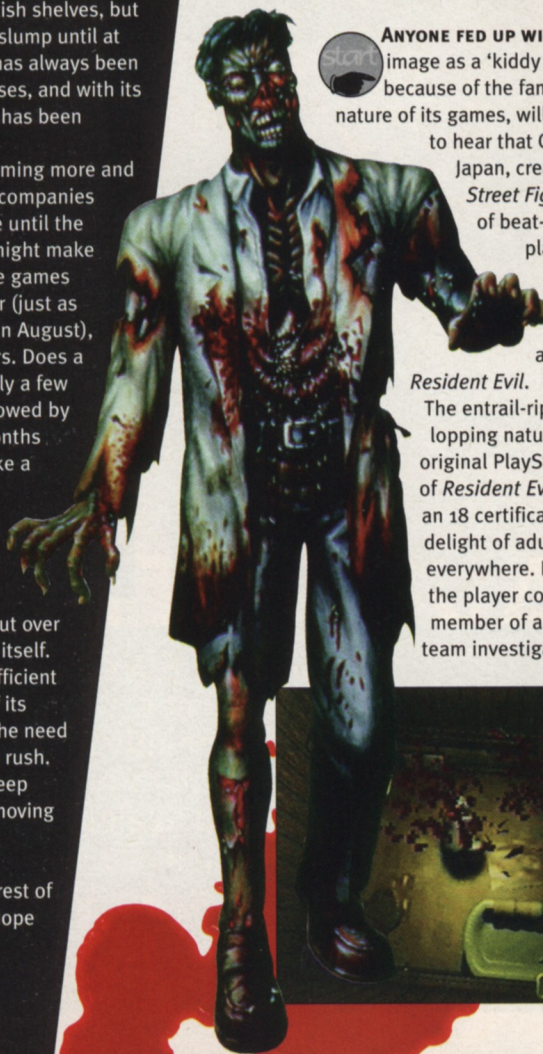
ANYONE FED UP WITH THE N64'S image as a 'kiddy console', because of the family-oriented nature of its games, will be delighted to hear that Capcom Japan, creators of the *Street Fighter* series of beat-'em-ups, are planning an N64 version of their gory action-adventure

Resident Evil.

The entrail-ripping, limb-lopping nature of the original PlayStation version of *Resident Evil* garnered it an 18 certificate, to the delight of adult gamers everywhere. In the game, the player controls a member of a police SWAT team investigating rum

doings at a science institute. Unluckily, it turns out that a biohazardous material has turned the building's occupants into either flesh-ripping zombies or hideous mutants, and the only way to escape is to track the toxin to its source and hunt down the evil madman responsible – before you get eaten!

The N64's graphical powers are ideal for this kind of game, so assuming Nintendo don't bottle out and turn the copious amounts of spilled blood green or grey, as they have in the past, gamers who like a bit of bite in their carts can expect some top-notch gore either late this year or early in 1998. And remember – shoot 'em in the brain!



BLOOD, GORE AND EXPLODING HEADS.
WE CAN'T WAIT!



SAMUS IT EVER WAS

FANS OF THE *METROID* SERIES of games, Nintendo's sci-fi action adventures on the NES and Super NES, will be gutted to learn that there apparently won't be an N64 *Metroid* game. Put down that razor blade and turn off the hot tap, though – the

latest gossip from Japan is that while the jellyfish-like *Metroids* themselves *won't* be putting in an appearance on the N64 any time soon (having been wiped out en masse at the end of *Super Metroid*), the series' hard-as-nails-in-a-block-of-concrete heroine Samus Aran *will*. Early indications are that the game will be presented from the same perspective as *Mario 64*, but without the happy-happy colours and infuriatingly twee cheerfulness of the plumber's first 64-bit adventure. In keeping with the earlier *Metroid* games, a dark, *Alien*-style atmosphere will be maintained.

Of course, since the release of Samus's latest mission isn't scheduled until the end of 1997 at the earliest, and possibly as late as summer 1998, there's still plenty of time for Nintendo's programming team to put the energy-sucking slimeballs back into the game if the suits decide

It's SAMUS ARAN IN ALL HER ARMoured GLORY. YES, THAT IS A LASS IN THERE. SOMEWHERE.

the *Metroid* name carries enough weight to assure sales. *Metroid Resurrection*, anybody?

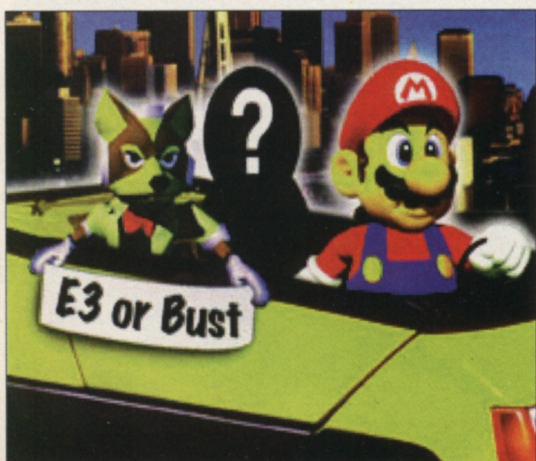


A METROID, YESTERDAY. THEY APPARENTLY WON'T BE APPEARING ON THE N64, BUT THEIR NEMESIS WILL.

THE THIRD MAN

NINTENDO'S PRE-SHOW PUBLICITY FOR THE MASSIVE E3 convention in Atlanta, where many new games will be unveiled for the first time, has a mystery character between its two existing mascots, Mario and Fox McCloud. The figure is apparently Banjo, the hero of the appallingly-titled *Banjo-Kazooie* (aka *Dream*), the highly secret game being developed by Blast Corps/GoldenEye programmers Rare – hopefully, all will be revealed next issue!

Bossman Damian Butt has the terribly hard task of going to E3 to see all the new stuff and make the most of his air-conditioned hotel room – ooh, our hearts bleed at his suffering. Read his full show report next month!



BANJO-KAZOOIE INDEED! SACK THE NAMEGIVER!

JAPANESE PRICES FALL

POTENTIALLY GOOD NEWS FOR UK gamers aggrieved at having to shell out anything up to £70 for a single N64 game; the price of N64 games in Japan is slowly but steadily dropping as sales of the console itself rise – *Starfox 64*, complete with Rumble Pak, only costs the equivalent of £45, and the £70 *Turok* has hit the streets of Tokyo at a meagre £40!

British releases will always cost more than Japanese games because of the annoyances of import duty, but hopefully this gradual drop in prices will soon be passed on to UK gamers. Now, if only they could do something about the PAL machine's borders...

BANDAI LEGS

IN A 'NIXON TO CHINA'-TYPE MOVE, JAPANESE MEDIA GIANT Bandai are apparently planning to develop games for the N64. The decision was announced just days before the collapse of Bandai's planned merger with Sega – did this say something about Bandai's opinion of the Saturn?

It is uncertain exactly what games Bandai plan to release on the N64 – the massive corporation owns the rights to several shows which are huge in Japan (such as *Dragonball* and *Mobile Suit Gundam*) but almost unknown in the West outside the world of anime-obsessed otaku. Hopefully we'll be spared any more *Power Rangers* games, though...

Who's In This Issue

ANDY McDERMOTT

FRESH FROM HIS JOB EDITING *ALIEN ENCOUNTERS*, THE MAGAZINE THAT SENT JOE WICKS FROM *EASTENDERS* MAD, ANDY PLANS TO BRING A SIMILAR SENSIBILITY TO 64 MAGAZINE. **HMM.**
FIRST VIDEOGAME PLAYED: *BREAKOUT* (THE ROT STARTED EARLY)

DAMIAN BUTT

FORMER EDITOR OF 64 MAGAZINE AND NOW MANAGING EDITOR, DAMIAN RULES CONSOLE CORNER FROM HIS LEATHER SWIVEL CHAIR AND MAHOGANY DESK. WHITE CAT OPTIONAL.
FIRST VIDEOGAME PLAYED: *ASTEROIDS*

RYAN BUTT

YOUNGER BROTHER TO THE ABOVE, RYAN IS THE CHEESE TO THE ELDER BUTTSTER'S CHALK. WHEN NOT MONOPOLISING *ISS 64*, HE GRINDS OUT TIPS FOR *POWERSTATION* MAGAZINE.
FIRST VIDEOGAME PLAYED: *MOON RAIDER* (ACORN ELECTRON)

LOZ COOPER

DROGGED IN FROM THE STREET TO ATTAIN MICRO-CELEBRITY STATUS ON 64 MAGAZINE, LOZ INTENDS TO GIVE LANK-HAIRED LAYABOUTS A BAD NAME. LIKE THEY DON'T ALREADY.
FIRST VIDEOGAME PLAYED: *STAR WARS* (ARCADE)

PHIL KING

THE MAN WHO IS KING. ANOTHER *POWERSTATION* TYPE, PHIL'S HOBBIES INCLUDE COFFEE, THE SPICE GIRLS AND CASTING WRY SMILES.
FIRST VIDEOGAME PLAYED: *SPACE INVADERS*

STUART WYNNE

LIKE AN ANGULAR VAMPIRE, STUART LURKS WITHIN A CUBICLE WHERE HE WORKS HIS TIPS MAGIC. WHAT HE DOESN'T KNOW ABOUT VIDEOGAMES IS UNKNOWN TO HIM.
FIRST VIDEOGAME PLAYED: CAN'T REMEMBER (PROBABLY *PONG*)

MARK WYNNE

ANOTHER VIDEOGAMING SIBLING, BETWEEN OBSCENITIES MARK STILL OCCASIONALLY GETS WISTFUL ABOUT THE COMMODORE CD-32 CONSOLE (NUH?).
ODD LAD.
FIRST VIDEOGAME PLAYED: *TRON*

NICK TRENT

TRENT HANDLES THE DESIGN OF 64 MAGAZINE WITH THE SKILL OF A PRO AND THE FINGERS OF A MAN MADE FROM PORK PRODUCTS. ALL HAIL THAT FINE FELLOW!
FIRST VIDEOGAME PLAYED: *MOON PATROL*

NTSC, converters, memory – the facts

A BETTER PICTURE

While US/Japanese machines are shipped with composite leads, the UK machine comes with an RF TV aerial lead. This means the PAL N64 will work with absolutely any PAL TV. It also means an inferior mono sound and, according to conventional wisdom, a poorer picture.

Nintendo themselves offer a Super NES-style AV lead which consists of three phono leads (left/right audio and composite video) together with a SCART block. This not only provides stereo sound, but you can run the audio through a hi-fi. On the negative side, the picture isn't as improved as you expect and some people might find it a little bright.

NTSC vs PAL



The mantra of N64 importers is a simple one: full screen, full speed. The N64 and its games are designed for NTSC – the TV standard used by Japan and America. To make an NTSC system output a European PAL signal,

Sony, Sega and Nintendo all reduce their systems' clockspeed by 17.5% and slap on horizontal 'widescreen' borders to cover up PAL's superior resolution (625 horizontal lines rather than 525).

So if you want fullscreen, fullspeed entertainment you need NTSC, right?

Well, in reality it's not quite that simple. The N64 actually has 28 resolution modes, 14 for NTSC and 14 for PAL, and most PAL releases are recoded in an effort to reduce differences. *Shadows Of The Empire* runs fullspeed, fullscreen on PAL just like NTSC. *Mario 64* and *Turok* both have small borders and run slightly slower, but the differences aren't huge. On the other hand, *PilotWings 64* pushed the N64 so hard it used small borders on the NTSC version. Unsurprisingly, the PAL version has large borders too and its responsiveness is inferior.

NTSC machines also have an advantage with software release dates. Although Acclaim's *Turok*



proved a near-simultaneous worldwide launch is possible, normally Japanese, American and European releases are a couple of months apart and in

that order. Also, some minor releases are never converted. There is, of course, a price to pay for this speed and import software does cost more – usually at least £20 more than on PAL.

The final advantage for NTSC machines are their video output which, if converted to RGB, is superior to the standard machine (see below).

NTSC N64s IN THE UK

If you want to enjoy NTSC gaming in the UK, you'll need a suitable TV. Many new TVs, especially Sony ones, are 'multi-standard' and will work perfectly with an NTSC machine straight out of the box. All you need is a standard, 220-100V

64D_{elaye}D!

HOPES THAT THE N64'S EAGERLY-AWAITED 64DD DRIVE would appear in Japan in time for Christmas, as implied by Nintendo president Hiroshi Yamauchi in a recent interview in *Asia Week* magazine, have been crushed by an announcement from Nintendo that the Japanese launch of the 64DD will now be delayed until at least March 1998.

The postponement has been blamed on a delay in the production of the rewritable disks used by the 64DD.

However, since several software houses have had full 64DD development kits for some time, it is also possible that the perfectionist Nintendo are holding the device back until its games take full use of its still-unexplored abilities rather than simply using the disks as an alternative storage medium to cartridges. Yamauchi has already confirmed that the 64DD will have a modem option to allow players to take each other on over a network, and other extra features may be added before the machine's eventual release.

Four games have been announced for release to coincide with the launch of the 64DD – *Mother 3* (aka *Earthbound*), *Pocket Monster 64*, *Mario Paint 64* and the distinctly old-hat *Sim City 2000*. *The Legend Of Zelda* is conspicuous by its absence from the initial lineup.

Rival console manufacturers Sony and Sega will no doubt jump on the delay as an indication that Nintendo are losing confidence in the idea of the 64DD – console history is littered with unsuccessful add-ons such as Sega's 32X and the CD drive for the Atari Jaguar. However, Nintendo have put a lot of time, money and brainpower into the 64DD already, so it is almost certain that it will appear. You'll just have to wait longer than you expected...



QUAKE SHAKE

THE NEWS THAT NINTENDO are planning on making the 64DD modem compatible (see last issue and above) is exciting news for fans of *Quake*, the PC hack-'em-up-and-riddle-the-still-twitching-corpse-with-nails-athon which has done more to slow the Internet to a crawl than all the *Star Trek*, *X Files* and pornographic websites combined.

Rumours are growing that the N64 version of *Quake* will

appear on 64DD, allowing it to support the multi-player network facility of the PC game and making the possibility of full-screen mucker slaughter on the Nintendo console a reality. Since *Quake* was originally designed with network play in mind, and as the N64 conversion will be a direct port of the PC game's levels, this will allow console players to experience the game as it was always intended.

Putting *Quake 64* onto the 64DD would overcome a problem



DARK DEEDS ARE AFOOT IN THIS VERY MURKY SCREEN SHOT.

already faced by developers Midway, namely that they are having great trouble squeezing the game onto a cartridge. The PC version can run to well over 12Mb (96Mbits) in size, and although the N64 can support carts of that size, it's the public who have to pay for it (witness *Turok's* £70 pricetag). With 64Mb (512Mbits) of low-cost storage and a modem connection to play with, the opportunities for nailgun mayhem should be almost limitless!

The delay of the 64DD does raise the interesting possibility that, like Nintendo's own *Zelda*, there may be a cartridge and a 64DD version of the game, designed for different styles of play. Could a cartridge version of *Quake* end up like the N64 version of *Doom*, redesigned for one player only rather than deathmatch action? We'll have to wait and see.

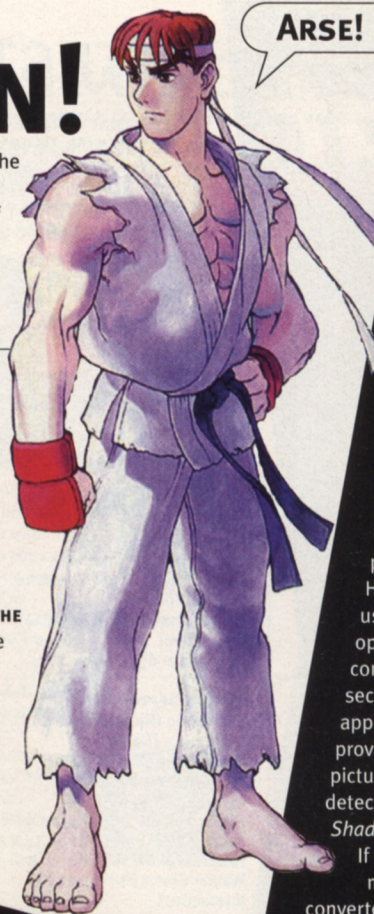


SOMEBODY'S ABOUT TO HAVE A VERY BAD HAIR DAY.

HA-DON'T-KEN!

ANOTHER GAME THAT WILL BE AFFECTED by the delay of the 64DD is Capcom's *Street Fighter III*. The latest addition to the world-conquering beat-'em-up series in the arcades is far too large to fit onto even a 128 megabit cartridge, due to the enormous number of

animation frames used to create the 11 fighters. Nintendo players waiting for the next installment of Ken and Ryu's aggressive adventures are going to have to grit their teeth and stoically accept the pain of waiting.



SATURN SLASHED

A CONSOLE PRICE WAR STARTED WHEN SONY CHOPPED £50 OFF THE PRICE OF THE PlayStation and continued when Nintendo whacked the proverbial ton off the newly-launched N64, to the annoyance of those who'd bought it at the original price of £250. Now Sega are trying to escalate matters further – the Saturn is being reduced in certain stores, such as Dixons, to just £99, the first of the next generation consoles to drop below the psychologically important £100 mark. If you shop around, you can now get a Saturn, *Sega Rally* and *Fighters Megamix* for a few pennies less than a base N64 console with no games!

The Saturn, while having the obvious plus points of Sega's arcade conversions and excellent games like *Nights* and *Fighters Megamix*, has always lagged behind the PlayStation in terms of sales and the number of titles available for it. While the price drop is unlikely to produce more than a blip in sales, unlike the N64's price cut, it might encourage Sony to drop the PlayStation to a similar price point, in which case Nintendo would feel almost duty-bound to follow. In America, the N64 is only \$150 (around £100), so Nintendo may well decide that the UK price could handle a bit more trimming in order to stay on top...



THE WORM RETURNS

EARTHWORM JIM, THE CONSOLE character-turned-Saturday morning cartoon, will appear on the N64 next year. Shiny Entertainment, creators of the invincible invertebrate, have announced that Interplay are to release *Earthworm Jim 64* in America, and that Scottish developers Vis will handle the programming chores. For more on the game, see the preview on page 93.



ARSE!



power converter and a composite or SCART lead. If your TV isn't multi-standard, there's still hope. Almost all TVs built in the last five years will have a 60Hz SCART and will output a colour signal from an RGB input. The standard N64 doesn't output an RGB signal, but most importers will offer a conversion for £30-40. This not only works with most SCART TVs, but actually provides a better picture than N64's usual composite signal. On larger TVs, colours will seem more vibrant, lines sharper and without cross-hatch style interference.

This conversion process is on its third-generation now with some importers including extra components to provide the best possible signal. However, this is usually an extra-cost option with most conversions using the second generation approach. This still provides a very good picture, although some very slight flicker can be detected on large expanses of white – such as *Shadows'* snowspeeder Hoth battle.

If you're reluctant to send away your NTSC machine, you can buy an external SCART converter, although a slight pixellation and colour blurring will be evident on bigger TVs.



UNIVERSAL SOFTWARE

PAL N64 owners want to play big new NTSC games. NTSC N64 owners want to rent or buy UK PAL software. Can it be done?

The good news is that although sneaky chipset differences may emerge later, Japanese and American N64s seem almost identical. The only 'lock-out' device is a physical barrier. Open up your NTSC N64's cart flaps and you'll see two plastic pegs either side of the cartridge slot, depending on their positioning you can play either Japanese or US software. The simplest way to bypass this security is with a bridge adaptor. Alternatively, you could ask an importer to open up your NTSC N64 and physically remove the pegs.

The bad news is that the PAL system is a different kettle of fish altogether. It comes with a formidable triple lock on universal gaming. Firstly, there's another pair of pegs to remove. Secondly, there's a country protection chip which looks for a matching PAL code on cartridges. Thirdly, many NTSC games are coded to run at 60Hz regardless of the host machine and that causes problems with the PAL videochip: a slight ghosting or double imaging effect will be visible on some TVs.

The first two 'locks' can be defeated. One method is to use a Universal Adaptor. If you've a PAL machine, you put the NTSC game in one slot, and a PAL game into a second slot so that its security chip fools the N64 into running NTSC game code. This works with all the NTSC games to date, except *Wave Race* which freaks out after a few minutes play. Alternatively, you can have your N64 internally modified by an importer.



64 Chat

He's Nintendo's greatest asset. He's the man who created Mario. He's Shigeru Miyamoto, and he's got some things to say...

ON GAME DESIGN

"When I'm developing a game, I always think about how I'm going to surprise people. When I was a young boy I used to set traps on the door to my room when I left for school. My mother was always surprised by them when she opened the door! It's important to me that people be surprised when they look at my products."

ON CREATING MARIO 64

"I didn't feel under pressure when I was developing *Super Mario 64*. I had a new tool, the Nintendo 64, and I was only thinking about creating the best thing possible using that tool. I was more worried that people would complain that we were just developing another game in a series. That was the kind of pressure I was feeling."

ON VIDEOGAMES

"I don't play games much outside of work. Sometimes, I need to review up to ten titles a day during work. This is the reason I don't like to see 'Now Loading' on the screen! When I started to work at Nintendo, *Space Invaders* had already been released. My challenge was to create something more interesting than video games. That is still a challenge for me because I have not yet made something like that!"

ON TAMAGOCHI

"I was shocked by the success of the Tamagochi (the small electronic pet created by Bandai), because I had a similar idea that was actually in development. However, our product required a player to sit down in front of a TV, so there was no way it could compete with Tamagochi."

ON ZELDA 64

"Development on *Zelda 64* is going very well. We are developing some interesting games that will take full advantage of the system's writable capabilities. We will release the game as a cartridge first. We made that decision because the playability of this game is more important than incorporating a writable feature at this time. However, the 64DD development is also going very well. I think you'll have a chance to play it this fall – but don't quote me on that!"

LATEST RELEASE DATES

YES, IT'S THAT PART OF THE MAGAZINE WHERE WE CONFIDENTLY PREDICT WHAT'S COMING OUT WHEN, only for the software companies to laugh callously and throw the dates back in our faces as they delay *Attack Of The Blurbs 64* yet again. All these dates are correct at the time of writing though, so if you go down to your local import shop and find something's been delayed, don't blame us. We're as keen to see them as you are!



UK

NOW-JULY
Mario Kart 64 (Nintendo)
Killer Instinct Gold (Nintendo)
ISS 64 (Konami)
Mortal Kombat Trilogy (GT Interactive)
Clayfighter 63 1/3 (Acclaim)

AUGUST-SEPTEMBER
Starfox 64 (Nintendo)
Goldeneye (Nintendo)
Blast Corps (Nintendo)
Body Harvest (Nintendo)
Cruis'n USA (Nintendo)
Mission: Impossible (Ocean)
Doom 64 (GT Interactive)
NBA Hangtime (GT Interactive)
Wayne Gretzky's Hockey (GT Interactive)

OCTOBER-CHRISTMAS
Yoshi's Island 64 (Nintendo)
Mystical Ninja 64 (Konami)
Hyper Olympics (Konami)
F1 Pole Position (Ubi Soft)
Duke Nukem 64 (GT Interactive)
Robotron X (GT Interactive)
Joust X (GT Interactive)
War Gods (GT Interactive)
Hexen (GT Interactive)
Blade & Barrel (GT Interactive)



JAPAN

NOW-JULY
Go! Go! Troublemakers (Enix)
Rev Limit (Seta)
Multi Racing Championship (Imagineer)
Mahjong 64 (Video System)
Morita Shogi 64 (Seta)

AUGUST-SEPTEMBER
Goldeneye (Nintendo)
Gambare Goemon 5 (Konami)
Power League 64 (Hudson Soft)
J-League Eleven Beat 97 (Hudson Soft)
64 Oozumo (Bottom-Up)
Baku Bomberman (Hudson Soft)
Hexen (Gamebank)
Mission: Impossible (Ocean/Victor Interactive)
Yoshi's Island 64 (Nintendo)
Sonic Wings Assault (Video System)
3D Fighting (Imagineer – working title)
Hiryu No Ken Twin (Culture Brain)
Holy Magic Century Eltale (Imagineer)

OCTOBER-CHRISTMAS
Top Gear Rally (Kemco)
Sim City 2000 (Imagineer)
Aero Gauge (ASCII)
J-League Dynamite Soccer (Imagineer)
Virtual Pro Wrestling (Asmik)
Chameleon Twist (Japan System Supply)
Hyper Olympics (Konami)
The Legend Of Zelda 64 (Nintendo)

USA

NOW-JULY
Starfox 64 (Nintendo)
ISS 64 (Konami)
Multi Racing Championship (Ocean)
Dark Rift (Vic Tokai)
Clayfighter 63 1/3 (Interplay)
Hexen (GT Interactive)

AUGUST-SEPTEMBER
Goldeneye (Nintendo)
Body Harvest (Nintendo)
Top Gear Rally (Kemco)
F1 Pole Position (Ubi Soft)
Robotron X (Midway)
Tetrisphere (Nintendo)
Lamborghini 64 (Titus)

OCTOBER-CHRISTMAS
Banjo-Kazooie (Nintendo)
Yoshi's Island 64 (Nintendo)
Major League Baseball (Nintendo)
Mission: Impossible (Ocean)
Space Circus (Ocean)
NBA In The Zone 98 (Konami)
Extreme G (Acclaim)
NFL Quarterback Club (Acclaim)
Silicon Valley (BMG)
Tonic Trouble (Ubi Soft)
Aero Fighters Assault (Paradigm)
Superman (Titus)
Duke Nukem 64 (GT Interactive)
Robotech (Gameltek)
Jeopardy (Gameltek)
Wheel Of Fortune (Gameltek)
Freak Boy (Virgin)
Mortal Kombat Mythologies (Midway)
Mace: The Dark Age (Midway)
Quake 64 (Midway)
San Francisco Rush (Midway)
Wayne Gretzky's Hockey 98 (Midway)
WCW Vs The NWO World Tour (THQ)
Quest 64 (THQ)



FOUREYE!

GOLDENEYE, RARE'S DELAYED JAMES Bond title for the N64, has been confirmed by Nintendo as having a four-player mode! Does this mean that players can each play a different James Bond, and if so, who's going to want to be Timothy Dalton?

If Rare can do a four-player *Doom*-style game, then so can other companies – good news for fans of deathmatch *Quake*!

DOCTOR DESPERATE'S OBSCURE REVIEW CORNER

THE PITIFULLY SLOW RATE AT WHICH GAMES ARE RELEASED ON THE N64, EVEN IN ITS HOME COUNTRY OF JAPAN, MEANS THAT GAMES HACKS ACROSS THE WORLD ARE DESPERATE TO REVIEW ANYTHING THEY CAN GET THEIR HANDS ON. AND WE MEAN ANYTHING.

WE DON'T WANT TO BE ACCUSED OF NOT GIVING OUR READERS THE FULL STORY, BUT THEN AGAIN, WE DON'T WANT TO USE UP VALUABLE INK REVIEWING GAMES THAT NOBODY IN BRITAIN APART FROM TWO GAME-STARVED OTAKU WILL BUY EITHER. SO FOR THE SAKE OF COMPLETENESS, HERE IS DOCTOR DESPERATE'S OBSCURE REVIEW CORNER!

MAHJONG MASTER

PUBLISHER: KONAMI (IMPORT)
DO YOU PLAY MAHJONG? NO. AND NOR DOES ANYBODY ELSE YOU KNOW. IT MIGHT HAVE CROPPED UP IN A COUPLE OF JOHN WOO FILMS, BUT THAT DOESN'T QUALIFY IT FOR CULT STATUS OR ANYTHING. AND ALL THE TEXT IS IN JAPANESE.



MAHJONG 64

PUBLISHER: KOEI (IMPORT)
UH, YEAH, WHATEVER WE SAID ABOUT MAHJONG MASTER APPLIES HERE TOO. DIDJA KNOW THAT TWO OTHER COMPANIES (IMAGINEER AND ATHENA) ARE RELEASING MAHJONG GAMES AS WELL? CAN'T WAIT!



WONDER PROJECT J2

PUBLISHER: ENIX (IMPORT)
IF YOU'VE GOT A TAMAGOTCHI, YOU'LL KNOW WHAT THIS IS LIKE, EXCEPT YOU HAVE TO RAISE A ROBOT GIRL RATHER THAN A SMALL BLOB. AND IT'S ALL IN JAPANESE. AGAIN. BIZARRELY, NINTENDO ARE PLANNING A SIMILAR GAME OF THEIR OWN FOR THE 64DD, CALLED CABBAGE.



POWERFUL PRO BASEBALL 4

PUBLISHER: KONAMI (IMPORT)
BASEBALL IS NOTHING MORE THAN A PONCED-UP VERSION OF ROUNDERS – FACT! THIS GAME FEATURES SUPER-DEFORMED PLAYERS WHO LOOK LIKE FRED THE HOMEPRIDE MAN, AND PLAYS QUITE WELL IF YOU'RE PREPARED TO SPEND A FEW DAYS WORKING OUT ALL THE OPTIONS. WHICH YOU WON'T BE.



HABU SHOGI

PUBLISHER: SETA (IMPORT)
DO YOU PLAY SHOGI? NO. AND NOR DOES, YADDA YADDA. SHOGI IS A SORT OF NIPPONESE CHESS, ONLY NOT QUITE THE SAME, SO NOT EVEN DEEP BLUE WOULD STAND A CHANCE. NICE ROTATING BOARD, THOUGH.



PRO BASEBALL KING

PUBLISHER: IMAGINEER (IMPORT)
WHY DO WEIRD JAPANESE GAMES ON THE N64 ALWAYS COME IN PAIRS, LIKE BUSES OR KRYNIDS? THIS IS ALL BUT IDENTICAL TO POWERFUL PRO BASEBALL 4, AND JUST AS FULL OF JAPANESE TEXT.



LET'S GET READY TO... OH, YOU KNOW

MORE GAMES HAVE BEEN CONFIRMED AS COMPATIBLE WITH NINTENDO'S finger-trembling Rumble Pak. The latest additions are as follows:

- CHAMELEON TWIST (JAPAN SYSTEM SUPPLY)
- HIRYU NO KEN TWIN (CULTURE BRAIN)
- MULTI RACING CHAMPIONSHIP (OCEAN)
- SONIC WINGS ASSAULT (PARADIGM)
- TOP GEAR RALLY (KEMCO)
- WILD CHOPPERS (SETA)



In addition, some of these games (*Sonic Wings Assault* is confirmed, and *MRC* and *Top Gear Rally* are likely) will allow 'hot-swapping' of the Rumble Pak and Controller Pak in the course of game, allowing the player to save data. Ho yus!

64 CHARTS		
ChartTrack		
NO	GAME	PUBLISHER
1.	SUPER MARIO 64	NINTENDO
2.	WAVE RACE 64	NINTENDO
3.	SHADOWS OF THE EMPIRE	NINTENDO
4.	TUROK: DINOSAUR HUNTER	ACCLAIM
5.	PILOT WINGS 64	NINTENDO/ASD



This involves wiring in a cart security chip and, so far, works with everything.

Unfortunately, neither solution solves the video output problem, and both approaches are vulnerable to Nintendo recoding their security procedures – something which they did quite regularly with the Super NES. For NTSC N64 owners, there doesn't seem to be a problem with the video output from PAL games, but internal/external modifications run the same risk of defeat by new Nintendo security code.

SAVING GAMES SAFELY

Game Pak Save System: Nintendo refer to cartridges as Game Paks and most of theirs utilise this built-in save system. It basically consists of a small memory chip powered by a watch-type battery that lasts for years and years. The advantages are that it's very quick, safe and easy to use system. The disadvantages are that it's costly for third-party publishers to manufacture and has a relatively small capacity.

Controller Pak Save

System: Whenever you flip over your N64 Controller, that huge gaping slot is a subtle reminder of the N64's expandability. Leaving aside the vibrating Jolt Pak, the slot is principally for plug-in save memory. Standard Nintendo Controller Paks have a capacity of 256K, organized into 123 'blank pages' of about 2K each. The amount of 'pages' used by a save game will depend on the game, ranging from three pages for *Killer Instinct's* Tournament records, to 121 for *Mario Kart 64's* two 'ghost' performance saves. Most games are fairly economical with memory useage and multiple saves from different games can be accomodated on a single Pak. At £15, the official Nintendo Controller Pak is reasonably good value and recommended for technophobes.



Economy-minded gamers, however, will appreciate third-party Controller Paks which cost more, but offer far more memory. Since the N64 Controller only appears to recognise 256K of memory, large capacity Paks split their extra memory into 256K



sections which can be switched between using various methods. When you switch between these sections, most Paks recommend you also reset the N64 to avoid confusion. However, with games such as *Mario Kart 64* where save/loading is clearly labelled, it is possible to ignore this advice.

All Controller Paks are, however, vulnerable to memory corruption if you remove them, reset the machine or turn the N64 off when a save is in progress. Carefully read game and Controller Pak instructions to avoid this.

If you want to see exactly what you've got saved on a Pak simply hold down Start while turning on a game with a Controller Pak save option. A menu screen will appear listing all the saves, plus the option to delete individual files or exit.

THANKS TO RAY AND THE VIKING AT SKILL ACADEMY (0181 5679174) FOR THEIR TECHNICAL ASSISTANCE IN WRITING THIS FEATURE, WITH ADDITIONAL HELP FROM MARTIN AT THE VIDEO GAME CENTRE (01202 527314) AND COLIN AT MEGAMIX (01732 351220).



THE SHINING

OKAY, SO YOU WERE THE FIRST PERSON in town to buy an N64. Small children followed you around in adulation, women swooned at your feet, and so on. But then Nintendo brought the price down to £150 and now every pleb owns one. How can you keep one step ahead?

Well, you could have a chromed N64, for a start. Foxdata are now offering these rather cool examples of videogame finery, along with similarly chromed joypads. A shiny new PAL machine will set you back 200 notes, and an equally glittery US machine can be yours for just £250. Both are boxed, and come with one silky-smooth metallised pad. Alternatively, if you've already bought an N64 and want it to receive an external upgrade,

you can send it to Foxdata and they'll do the business for you for £50, plus a tanner for postage. Joypads cost £39.99 each, plus £2 postage.

So, if you want your N64 to look like a million dollars, give Foxdata a call on (0171) 359 3711 and exchange folding for shining. We'll be giving one of these luxury machines away next month, so keep buying 64 MAGAZINE – the luxury N64 mag!



DOH!

NINTENDO ASKED US TO point out something that may have confused readers. In the *Starfox 64* competition last issue, the last question was to name the joystick add-on that is supplied with import versions of the game. A lack of caffeine in the bloodstream of the proofreader meant that the name 'Jolt Pak' made it through when, as everybody now knows, the vibrating gizmo is actually called the 'Rumble Pak'. No decision has been made yet as to whether the UK release of *Starfox 64* will include the Rumble Pak – we'll give you the buzz as we get it.

DOH?!

LAST ISSUE'S REVIEW OF *HUMAN Grand Prix* should have credited the supplier of the import cart as Wild Imports. Call them on (01908) 640040 for details of imports and, well, stuff.



WHAT'S UP AND WHAT'S THE OPPOSITE OF UP IN THE WORLD OF NINTENDO? OUE EXCLUSIVE ALTIMETER OF FACT REVEALS ALL!

NintenDO!

THANKS, PAL: Three million cheers to Konami, for taking the trouble to do a proper PAL conversion of *ISS 64* for all us game-deprived Brits. If anything, it's even better than the original *J-League* game. Top marks Mr Konami, sir!

GOOD, ISN'T IT?: Nice one our side; UK developers SN Systems have come up with an alternative to the ultra-expensive Silicon Graphics development systems previously used to create N64 games. With Nintendo approving the system, smaller companies can now develop for the N64 alongside the big boys...

'ABE' LINCOLN: Big bossman Howard Lincoln of Nintendo Of America formally apologised to third party developers for not giving them enough support. Maybe that explains why so many American games have been crap...

NintenDON'T!

GET 'EM OFF: Bad news for the strippers in GT Interactive's upcoming *Duke Nukem* – Nintendo want the scantily clad lasses to be better equipped in the clothing department. Chah! So bloody slaughter is okay, but a bit of T&A isn't, eh?

HANDS OFF OUR LARA: Sony are attempting to tie up Eidos Interactive's *Tomb Raider 2* as a PlayStation exclusive, so boxes of polystyrene beads in the mail to them. How this will affect *Tomb Raider 64* is uncertain, as nobody at Eidos or Core Design will admit it even exists... we believe you, honest!

MONKEY BUSINESS: Mags that blatantly tell porkies. Sort yourselves out!

TOP 5 NINTENDO BABES

FUNNY HOW THE TYPICAL VIDEOGAME WOMAN IS BOTH BIGGER-BUSTED AND MORE SKIMPILY CLAD THAN THE TYPICAL REAL WOMAN, ISN'T IT? SURELY IT'S NOTHING TO DO WITH THE FACT THAT ABOUT 97% OF VIDEOGAME PLAYERS ARE MALE. ANYWAY, AS A WRPLY POSTMODERN CELEBRATION OF THIS KIND OF THING, HERE ARE OUR FIVE FAVE FEMMES.

1: CHUN LI (STREET FIGHTER II)

The nut-crackin' Chinese temptress isn't on the N64 yet, but we can dream...

2: ORCHID (KILLER INSTINCT GOLD)

How come we never meet anybody who dresses in tinfoil leotards down the local?

3: PRINCESS DAISY (VARIOUS MARIO GAMES)

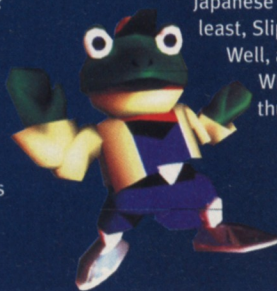
What quintet of gorgeous gals would be complete without its very own Posh Spice?

4: PAGAN (WAR GODS)

Gets our vote for her revealing S&M outfit. Ooh, spank me, mistress!

5: SLIPPY (STARFOX 64)

Yep, turns out that, in the Japanese version at least, Slippy's a bird! Well, a toad. Who'da thunk it?



When I'm

64



Got something you want to get off your chest about the world of Nintendo? Well, write to us here at 64 MAGAZINE and we'll either print your words of wit and wisdom here on the letters page, or chuck your inane drivellings into the bin. It's up to you which... If we like what you've got to say (or dislike it but print it anyway) you'll win a memory card for your N64, and one letter every month will win a whole bunch of Nintendo-connected kit, so get writing!

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MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

I am writing to express my anger at the apparent confidence trick played by Nintendo on my son and I. We were encouraged to reserve a Nintendo 64 console at the price of £249 prior to its launch on March 1st, the shop claiming that they were only getting a limited number and if we didn't reserve one it would be extremely difficult to purchase one for some time. Under this pressure selling my son persuaded me to reserve the console, and we eventually collected it on March 1st.

I had no problem until recently when it came to my attention that the price had dropped dramatically to £149. My son and I feel the initial hype was unfair and feel let down by Nintendo. My son saved hard for the initial purchase and to find that had he waited a few months he could have saved £100, enough for a new game or two, makes him feel very frustrated.

I hope that future products are launched in a more honest manner.
DEREK OLIVER, OXFORD

UNFORTUNATELY, THIS IS THE KIND OF RISK YOU TAKE ANY TIME YOU BUY COMPUTER EQUIPMENT. CONSOLES ALWAYS DROP IN PRICE OVER TIME (THE PLAYSTATION COST £300 WHEN IT WAS FIRST LAUNCHED IN THE UK, BUT IS NOW £130), AND NINTENDO BROUGHT DOWN THE PRICE OF THE N64 A LOT SOONER THAN ANYONE EXPECTED IN RESPONSE TO SONY CHOPPING £70 OFF THE PRICE OF THEIR CONSOLE WHEN THE N64 WAS LAUNCHED. PRICE WARS LIKE THESE

ARE ALWAYS INFURIATING TO THOSE WHO BOUGHT THEIR MACHINES BEFORE A COST CUT (I RECENTLY BOUGHT A MAC, ONLY TO HAVE THE PRICE DROP BY £200 A FORTNIGHT LATER), BUT THAT'S THE CHANCE YOU TAKE WHEN BUYING HARDWARE - NINTENDO ARE PERFECTLY WITHIN THEIR RIGHTS TO ALTER THE PRICES OF THEIR PRODUCTS AS THEY SEE FIT, ALTHOUGH THAT'S NO CONSOLATION IF YOU'VE LOST OUT.

MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

I recently returned from a holiday in America where I noticed there was quite a backlash against the N64 in many of the computer and video magazines. There were many complaints of bad quality and sub-standard games being released and articles saying that many of the games out in America are just yesterday's games with slightly nicer graphics. It seems that many of the games out in the States are pretty crap if you read between the lines. What has happened to the quality control that Nintendo promised with the N64?

I think that the problem is that most of the first batch of games on the N64 have just been nicer versions of old SNES games because the producers know these types of game are likely to sell (*Mortal Kombat*, etc). I'm sure that as more third party developers get to grips with coding for the N64 the quality and originality of games will increase. But how long will we have to wait for this? I read many reviews in your magazine of import games, which you award low marks, that will be hitting the UK in



64 MAGAZINE, IN ASSOCIATION WITH FIRE INTERNATIONAL, is pleased to announce a little incentive for our readers to get involved with the magazine - every letter printed will win a 256K memory card from Fire, and a Star Letter each month will get the whole monte as described below! Not bad, eh? All you have to do is write us a letter. (Though do make it a good one. We're not going to dish out prizes just for any old crap, you know.)

FIRE INTERNATIONAL'S N64 PERIPHERALS

- 1 MEG MEMORY CARD (CHOICE OF SIX COLOURS): £14.99
- 256K MEMORY CARD (CHOICE OF SIX COLOURS): £9.99
- SFX UNIVERSAL ADAPTOR: £14.99
- X-TENDER JOYPAD EXTENSION CABLE: £7.99
- S-VIDEO CABLE: £8.99
- STEREO AV CABLE: £7.99
- AV/RGB SCART CONVERTOR CABLE: £7.99
- NTSC SCART CONVERTER CABLE: £29.99
- RF UNIT: £14.99



the coming months. There seems to be little for the UK N64 owner to look forward to for a long time.

I know this sounds a bit pessimistic, but it's nice to have at least two top-notch games being released per month instead of thinking "oh well, at least a good game's coming out in three months". Hopefully this situation will be addressed before UK N64 fans lose heart.

DAVID WALLER, HESSLE

BRITAIN HAS ALWAYS BEEN BADLY TREATED BY CONSOLE MANUFACTURERS, DESPITE IT BEING ONE OF THE BIGGEST MARKETS AFTER JAPAN OR THE US, MAINLY DUE TO THE NEED TO RECODE THE GAMES FOR PAL TELEVISIONS. THE SITUATION IS SET TO IMPROVE, BUT UNFORTUNATELY ONLY SLOWLY - THE ONLY BIG GAMES SET FOR OFFICIAL RELEASE WHILE THIS ISSUE IS ON SALE ARE *MARIO KART 64* AND *ISS 64*, THE FEW OTHER RELEASES BEING SHOVELWARE LIKE *MORTAL*

KOMBAT TRILOGY, WHICH HARDLY PUSHES THE MACHINE TO ITS LIMITS. IT WON'T BE UNTIL AROUND SEPTEMBER BEFORE THE TRICKLE BECOMES, IF NOT A FLOOD, AT LEAST A FAIRLY HEALTHY SPURT. IF YOU CAN HOLD OUT OVER THE SUMMER, YOU'LL START TO FEEL A LOT BETTER.

MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

I have owned an import N64 for two months. The machine is from Hong Kong, but it has had the rail inside it taken out so that it can run Japanese, American and Hong Kong games. However, I am worried after reading in issue 2 that "chipset differences may emerge later on". If this occurs, then I will no longer be able to run American and Japanese games on my machine. I own and buy mostly American games, so I have two options if these new chipsets are introduced; buy an American N64 or, as my importer suggests, have an American chip soldered

onto the motherboard so the machine recognises all games as American. However, there is the risk that the chips will be changed constantly, rendering the latter solution useless. What should I do, or am I jumping the gun? Will the American *Starfox 64* feature these new chips? Please help – I urgently need it as I don't know what to do.

BEN A, TUNBRIDGE WELLS

AS FAR AS WE KNOW, ALL CURRENT AMERICAN SOFTWARE WILL RUN ON JAPANESE AND HONG KONG N64S, AND VICE VERSA, AS LONG AS THE LOCKOUT PEGS ARE REMOVED. WE WILL, OF COURSE, LET EVERYONE KNOW IF THIS SITUATION CHANGES.

NINTENDO HAVE ALWAYS HATED THE IMPORT MARKET, AND THE FACT THAT THE N64 HAS THEIR MOST AGGRESSIVE REGIONAL PROTECTION YET SHOWS HOW SERIOUSLY THEY ARE IN TRYING TO KEEP TOTAL CONTROL OVER EACH PART OF THE WORLD. BRITISH N64S HAVE PROBLEMS PLAYING IMPORT GAMES EVEN THROUGH A CONVERTER – THE NTSC WAVE RACE DOESN'T WORK AT ALL – BUT IT REMAINS TO BE SEEN WHETHER NINTENDO WILL TAKE SIMILAR MEASURES TO PREVENT US AND JAPANESE CROSSOVERS AS WELL.



DEAR 64 MAGAZINE,

I have never bothered to correspond with a magazine before but on these issues I feel it is necessary. Let's start with your magazine. I bought the first copy in mid-March and find it surprising that the second copy was not available until the end of May. Isn't it a monthly publication and where is the explanation in your second issue as to the delay? If I am to invest in a subscription, will your future publications be available on time?

In the interim, I bought *Turok* as my second game. I am enjoying it but find your review incredible given the views expressed in the first issue. To quote John McCleary, "Acclaim looks to have a winner on its hands... It's *Jurassic Park*-tastic... One useful touch is the ability to bring the map on screen." Although highlighting some potential concerns, your preview is very positive. But then, in a U-turn the Tory government would have been proud of, the issue 2 review by Damian Butt is extremely reticent about the game. It is "sadly lacking in imagination,

innovation and dinosaurs" – not what your magazine professed in issue 1. Similarly, "in the end you use the map to judge whether you've made it or not... a stupid and lazy way of filling a game." More follows; "*Turok* has attained scores of 95% and even 97%, but this is a lie."

Whilst I applaud your honest opinion, it is worthless because it is too late. I spent £70 based on reviews in two other magazines and your initial good preview. I'm not disappointed in the game, it's great, but how can you expect me to be loyal to your magazine when it should have been out in time to inform the public's purchase decisions?

Talking of 'brand loyalty', you are also exceptionally kind to Nintendo. Some readers may be pissed off at the price drop, you suggest. There's an understatement! Have you been to a games shop recently or do you get your games delivered? Have you seen angry parents and kids arguing with shop assistants at the price drop?

Since you are not Nintendo controlled, I would have expected a more responsible and adult analysis of their decision. When I spoke with them, I pointed out the alienation they have caused amongst loyal customers. Nintendo have proved they are shafting the British market – their price is neither based on production costs nor entry prohibitions to the market. They simply want to milk the margins but as soon as Sony make a move, they panic. Many people have to trust the views expressed in magazines such as yours – take responsibility for your position and give these fools a hard time.

I am now waiting for peripherals and a game as compensation and I won't stop until I am satisfied they have re-paid their debt of £100. I hope others are as tenacious and not put off by the platitudes initially directed at me when I contacted the company. In my business we fully refund customers when idiotic moves like this are made – Nintendo must do the same. As an independent publication you should represent consumer interest – do it, and get some consistency in your previews/reviews and publication dates. If you do, you might be one of the better magazines on the market.

MARK LOVELL, CYBERSPACE

TAKING YOUR POINTS IN ORDER...

64 MAGAZINE WAS A BIMONTHLY MAGAZINE TO START WITH FOR THE SIMPLE REASON THAT THERE WERE NOT ENOUGH GAMES AVAILABLE FOR IT TO

COVER! WE WOULD RATHER WAIT LONGER AND PRODUCE A HIGH-QUALITY MAGAZINE THAT ACTUALLY HAS SOME CONTENT THAN FILL OUR PAGES WITH WAFFLE AND PADDING. NOW THAT THERE ARE MORE GAMES APPEARING, ISSUE 4 WILL FOLLOW ON A MONTH AFTER THIS ONE.

PREVIEWS ARE PREVIEWS, REVIEWS ARE REVIEWS, AND NEVER THE TWAIN SHALL MEET. NOBODY SHOULD EVER BUY A GAME BASED SOLELY ON A PREVIEW, AS THEY ARE NOT INTENDED TO PROVIDE IN-DEPTH CRITICAL COMMENT. THE REASON THE REVIEW STATED TUROK WAS RATHER LESS AWESOME THAN THE (DECIDEDLY GUSHING) PREVIEW SUGGESTED WAS THAT THEY WERE WRITTEN BY DIFFERENT PEOPLE WITH DIFFERENT TASTES. FROM THIS ISSUE, REVIEWS WILL INCLUDE A SECOND OPINION, TO PROVIDE A LITTLE MORE BALANCE. FOR THE DEFINITIVE WORD ON ANY GAME, ALWAYS WAIT FOR THE REVIEW IN 64 MAGAZINE.

AS WE SAID IN THE REPLY TO DEREK OLIVER'S LETTER ABOVE, NINTENDO ARE FULLY WITHIN THEIR RIGHTS TO REDUCE THE PRICE OF THE N64 WHENEVER THEY LIKE – IT'S ANNOYING, BUT IT'S LIFE. SOFTWARE, NOT HARDWARE, MAKES THE MONEY FOR CONSOLE COMPANIES, AND THE CHEAPER THE CONSOLE, THE MORE SOFTWARE WILL BE SOLD.

NEITHER NINTENDO NOR THE SHOP HAVE TO GIVE YOU ANY COMPENSATION FOR THE PRICE DROP – WOULD YOU EXPECT FREE GIFTS IF YOU BOUGHT A MICROWAVE OVEN FROM ARGOS ONLY FOR THE PRICE TO FALL A FEW WEEKS LATER? – BUT IF YOU GET SOME, IT SHOWS THEY'RE ACTING IN GOOD FAITH. IN THE MEANTIME, YOU CAN CONSOLE YOURSELF WITH A FULL SET OF PERIPHERALS FROM FIRE, AS YOU WIN THIS ISSUE'S STAR LETTER PRIZE!



MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

Having read most of the surfeit of new N64 mags that have deluged the market, I would like to congratulate you on producing the best. I would echo the comments of Paul Knights, in the letter pages of issue 2, welcoming a more mature attitude, compared to the fairly juvenile approach of, say, *Nintendo Magazine*, which is clearly aimed at the under fives. I would like you to go even further; further away from the style of the aforementioned *NM* and closer to the tone seen in magazines like *Edge*. However you must also try and keep the sense of fun that lies at the heart of Nintendo and its games.

I have a few suggestions that I hope you will take up. There is clearly

a significant difference between the NTSC and PAL versions of the N64 and also of most of the games. As you pointed out some of the PAL versions have been 'optimised' for the PAL version and as such run at close to or at the same speed as the original, and with smaller borders. However others suffer more, and I think it is very important for you to stress these differences when reviewing the PAL version. On a similar vein, you have done some pretty comprehensive reviews on import versions of some games, notably *Starfox* in the second issue. While I am all for this, will you undertake to review ALL games when they are released in the PAL format, in case there are any differences, (especially if non-optimisation has made the game suffer). The re-review need only be very brief if there is little difference between the versions (eg, "We've now seen the PAL version of *Starfox* and are pleased to report it is every bit as fast and good as the NTSC version. Still scores 95%" – I hope!)

Thanks for listening and all the best,
DR ALAN CHOO-KANG (PLEASE SEND US YOUR ADDRESS!)

THE RESULTS OF OUR READERS' SURVEY IN ISSUE 1 SHOW THAT WE HAVE AMASSED AN OLDER READERSHIP THAN THE OTHER NINTENDO MAGS – OUR INTENTION FROM THE BEGINNING – AND WE DON'T INTEND TO LET THEM DOWN. THAT DOESN'T MEAN WE'RE GOING TO BE ALL SERIOUS AND PO-FACED, THOUGH – IF GAMES AREN'T FUN, WHY PLAY THEM? IT'S A LAUGH RIOT IN THIS OFFICE, AND NO MISTAKE.

AS OF THIS ISSUE, PAL GAMES WILL BE RE-EXAMINED IN OUR UK UPDATE SECTION – WE WON'T BE CHANGING THE SCORES FROM THE ORIGINAL IMPORT REVIEWS, BUT WE WILL NOTE WHETHER THE CHANGE TO PAL HAS AFFECTED GAMEPLAY.

You can send letters the old-fashioned way to When I'm 64, 64 MAGAZINE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS or you can e-mail us at 64mag@paragon.co.uk. All letters are read, but we're afraid we can't enter into personal correspondence. So no SAEs!

THE SPYING



Mission: Impossible

"Good morning, Mr **OCEAN**. The man you see here is **TOM CRUISE**, international **MEGASTAR** and hero of the **BLOCKBUSTER** film *Mission: Impossible*. Your **MISSION**, should you **CHOOSE** to accept it, is to turn this film into an **EXCITING** and **SUSPENSEFUL** Nintendo 64 game while **AVOIDING** making it into a straightforward shoot-'em-up and keeping the notoriously **PICKY** star happy with every **DETAIL**. This tape will **SELF-DESTRUCT** in five seconds. Good **LUCK**, Ocean!"

GAME





ETHAN HUNT, THE CHARACTER YOU CONTROL, STARTING HIS FIRST MISSION: IMPOSSIBLE.

IT SOUNDS LIKE A LICENCE TO print money. A superstar, a hugely successful film and a theme tune that everybody in the world knows and hums, whether they want to or not. However, Ocean Software have in the past had something of a... well, let's be charitable and say 'reputation' when it comes to licenced games, the dusty skeletons that are programs like *Knight Rider*, *RoboCop*, *Lethal Weapon* and *Flintstones: The Movie* (the last distributed by Sony, of all people) cackling away in the closet and threatening to drown out memories of rather better games like

the Super NES's *Jurassic Park*. Can Ocean prove the cynics wrong and put out a world-beating game?

It looks like they can, actually. *Mission: Impossible* is shaping up nicely to be a new twist on the 3-D adventure genre – rather than just running about topping enemies and flipping switches, a la *Mario 64* or *Tomb Raider*, *Mission: Impossible* requires players to do a little bit more – actually interact with other people. Gasp! You remember that, it's when you leave the room with your N64 in it and go into that big room with the blue ceiling to meet lots of high resolution characters wandering



IF STEALTH AND SUBTLETY FAIL, THERE'S ALWAYS THE TRANQUILIZER DART GUN. NOTE HOW ETHAN HAS GONE TRANSPARENT IN ORDER TO GIVE THE PLAYER A CLEAR AIM.



ETHAN MINGLES WITH GUESTS AT THE EMBASSY RECEPTION. "OH MONSIEUR, WITH THESE ROCHER YOU ARE REALLY SPOILING US!"



NOT ALL THE LEVELS ARE INDOORS. THIS SNOWY MILITARY BASE PRESENTS NEW CHALLENGES FOR ETHAN TO OVERCOME IN HIS MISSION.

around. Yes, them. How the other characters respond to Ethan Hunt, the hero of the game and the character you control, depends largely on his actions. Laugh, and the world laughs with you. Go around looking shifty and you'll be shot.

This character interaction seems set to become one of *Mission: Impossible*'s strongest features, as it means the game will play differently depending on your actions. As Ocean's Andy Hughes, Ocean's marketing manager, notes, "Every CPU-controlled character in the game has a field of view and a 'brain'. If you pull a gun in a crowd, they'll start running. Shoot someone in the legs and they'll drop to their knees, shoot them in the shoulder and they'll spin around. You can even insult them, to get a further reaction." If Ethan maintains a low profile and looks like he belongs in a scene, the other people present will treat him accordingly, ignoring him, engaging him in casual chat, or whatever. If he starts acting suspiciously, such as by asking too many questions or trying to go somewhere he shouldn't, other characters may challenge him or alert the local security forces to his presence.

This level of artificial intelligence (AI) is something new to videogames, where opponents usually have pretty simple patterns of behaviour – see

player, shoot at him, repeat until one or other party dead. Hughes has understandably high hopes for *Mission*'s brainy bad guys. "We hope that the AI we've developed will show others just how valuable the N64 can be," he enthuses. "Games that really 'think' for themselves are what we're all after. We're hoping that this will be a major step forward in what is expected from a game on such a new platform."

SECRET AGENTS

Mission: Impossible's programmers are Ocean of California, a trans-Atlantic offshoot of the Mancunian software house who have

been working on the game since early 1996.

Mark Rogers, the head designer on the game, was actually personally invited by

Cruise to visit the sets on

several occasions while the movie was

being filmed. This link between the film crew – still

being lensed as production started on the game – and the programmers means that the game of *Mission: Impossible* is as close an experience as possible to the movie itself, a million miles away from the days when a couple of sprites leaping up and down over platforms was considered an accurate translation from celluloid to silicon.

At the heart of *Mission: Impossible*, more so than its 3-D routines (which



Mission: Impossible

Level Pegging

MISSION: IMPOSSIBLE HAS SIX MISSIONS FOR ETHAN TO SNEAK HIS WAY THROUGH. JUST AS IN THE FILM, HE'S BEEN FRAMED FOR SPYING BY A TRAITOR, AND MUST WORK ALONE TO CLEAR HIS NAME AND EXPOSE THE VILLAIN. WITHOUT GIVING TOO MUCH AWAY, HERE'S WHAT TO EXPECT ONE EACH.

MISSION 1: EMBASSY

DON A WHITE TUX, MINGLE WITH THE GUESTS – OH, AND WHILE YOU'RE AT IT, STEAL SOME SECRET DOCUMENTS AND RESCUE A WOMAN FROM THE CELLS IN THE BASEMENT.



MISSION 2: ISLAND

A QUICK TRIP TO THE PRIVATE ISLAND OF ARMS DEALER MAX SEES ETHAN ATTEMPTING TO PREVENT THE SALE OF SOME NUCLEAR WEAPONS TO THE MIDDLE EAST. NO PROBLEMO!



MISSION 3: CIA HQ

DESPITE HAVING PREVENTED THE ARMS DEAL, THE CIA STILL AREN'T HAPPY WITH ETHAN AND CAPTURE HIM FOR INTERROGATION. THE PEARLY-TOOTHED AGENT HAS TO ESCAPE HIS CAPTORS AND FIND A WAY TO THE IMF BASE BENEATH THE CIA HQ AT LANGLEY.



MISSION 4: IMF HQ

THE ONLY WAY FOR ETHAN TO CLEAR HIS NAME IS TO BREAK INTO THE IMF MAINFRAME AND STEAL A LIST OF AGENTS TO TRADE FOR THE IDENTITY OF THE TRAITOR. THIS MAINFRAME IS VERY WELL DEFENDED, THOUGH...



MISSION 5: TGV

HAVING HALF-INCHED THE LIST, ETHAN BOARDS A TGV FROM LONDON TO PARIS TO MAKE THE TRADE. THE BAD NEWS IS THAT HE'S BEEN BETRAYED (AGAIN)! WITH A HELICOPTER ATTACKING FROM OUTSIDE AND CARRIAGES FULL OF ARMED GOONS, ETHAN MUST BATTLE HIS WAY THROUGH THE TRAIN WHILE TRYING NOT TO HARM THE INNOCENT CIVILIANS ABOARD.



MISSION 6: FINAL CONFRONTATION

IS THE FINAL BATTLE A HAND-TO-HAND CONFRONTATION ON THE ROOF OF A 200MPH TGV IN THE CHANNEL TUNNEL? OR IS IT SOMETHING EVEN COOLER THAN THAT? "YES," ASSERTS ANDY HUGHES, "BUT I'M NOT GOING TO GIVE TOO MUCH AWAY AT THIS STAGE. IT'S SOMETHING AMAZING TO SEE, AND INDEED PLAY. YOU WON'T BE DISAPPOINTED!"



THE CAMERA ANGLE CAN BE ALTERED DURING PLAY TO GIVE A BETTER LOOK AT THE SURROUNDINGS.



WATERLOO STATION IS THE PENULTIMATE MISSION – ETHAN HAS TO BOARD THE TRAIN FOR PARIS, WHICH THESE DAYS IS MORE HAZARDOUS THAN IT SOUNDS.



"DO YOU EXPECT ME TO TALK?" "NO, MR HUNT – I EXPECT YOU TO DIE!" ETHAN GETS INTERROGATED BY THE CIA IN CLASSIC STYLE.

tal music for the pilot episode, and was only used for the titles at the last minute.



HAVING SPOTTED ETHAN'S GUN, THIS CHAP TURNS TAIL AND SCARPERS. CIVILIANS DON'T WANT A FIGHT, BUT GUARDS WILL COME RUNNING AT THE FIRST SIGN OF TROUBLE.

probably ignore him and go back to whatever it was they were doing. If, on the other hand, Ethan is sneaking around and looking suspicious, then a publicly-minded civilian will probably alert the nearest authority figure, or even attempt to tackle Ethan on the spot. Even something as simple as

Ethan's attitude can have an effect on other characters' behaviour



ETHAN DISCOVERS THE CONTROL ROOM FOR CHANNEL 5. "THIS IS FOR INTERFERING WITH FRIENDS!" HE CRIES AS HE OPENS FIRE.

characters within the game enough intelligence to make their presence worthwhile, without compromising the speed and detail of the game. The trade-off between the two has been

machines could have trouble handling. "The N64 gives us more room to play with," Hughes remarks. "We can produce games that have the graphical quality we've come to



THE AMBASSADOR'S DESK HOLDS ALL MANNER OF HIGH-TECH SECRETS - IT'S UP TO ETHAN TO EXTRACT THEM.

the team are dubious about the possibility of reproducing the game on other consoles, as the N64's CPU and graphics chips are both kept working overtime by the combination of highly detailed visuals and free-thinking characters.

Part of the reason for the game requiring this degree of intelligence was down to the team's desire to do the film justice by incorporating a strong 'espionage' feel, and another part came down to the demands of a certain eternally grinning celebrity - Tom Cruise himself. Since the Ethan

"The N64 is a fantastic and amazing machine once you get to grips with it. The power of the machine is second to none."

- the game features a hefty amount of conversation between the spy and other people within the game, and if Ethan comes across well, they'll be more inclined to help him out. Conversely, if he pisses them off, the first chance they get they'll sell him down the river!

POWER PLAY

Obviously, this amount of AI demands a toll from the machine, and one of the main goals of Ocean of California has been to give the numerous

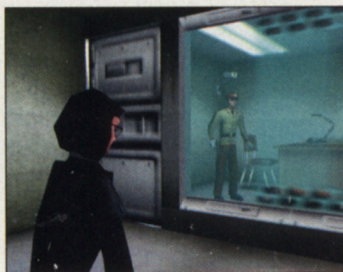
tricky, but the development team are confident that they have got the balance right, and as a result of this they also have a pretty high opinion of the N64. While many have wailed that the lack of a CD-ROM makes squeezing in large amounts of game data difficult, Ocean of California prefer to look at the machine's strengths - its immensely powerful main processors. Though the N64's obvious graphical talents are one plus point, the level of AI required by the characters in the game also sucks up a lot of processing power, which other

expect as well as having depth and brain-taxing designs. It's a fantastic and amazing machine once you get to grips with the programming techniques used. The power of the machine is second to none." Certainly,

Hunt character in the film didn't carry a gun or engage in any James Bond-style plugging of dozens of boiler-suited goons from 100 yards away with a single Walther magazine, Cruise felt - understandably - that the



SEARCHLIGHTS CUT THROUGH THE FOGGY NIGHT AIR. IF ETHAN'S CAUGHT IN THE BEAM, THE ALARM WILL BE RAISED AND THE JIG IS UP!



EVEN A WIDESCREEN TV COULDN'T STOP CARLA LANE'S NEW SITCOM *THE ADVENTURES OF GUARD BLOKE* BEING A VERY DULL SHOW.



THE GUARD AROUND THE CORNER IS DOING HIS ROUNDS. IF ETHAN LOOKS AS IF HE BELONGS IN THE CORRIDOR, HE WON'T BE CHALLENGED - BUT WAVING A GUN AROUND WILL ATTRACT ATTENTION!

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ER, YOU CAN'T GET TRAINS TO MANCHESTER AND LIVERPOOL FROM WATERLOO. NO WONDER ETHAN LOOKS LOST!

video version of Hunt shouldn't either. Instead, Ethan can temporarily 'zap' people with a dart gun, but they soon recover – and will then be rather unhappy.

Although certain levels have an action feel to them, calling for plentiful expenditure of darts and every other trick in Ethan's arsenal, such as explosive chewing gum, an array of miniature cameras and a watch which doubles as a handy computer, for the most part avoiding combat is preferable because the sound of gunfire will bring every guard within a mile running – and unlike Ethan, they have no compunctions about killing. "The game is obviously not a blastaway free-for-all," says Hughes. "Interaction through speech is vital if the player is to succeed. Remember, the genre is 'espionage', so that should tell you something about the style of play."



NOW, DOESN'T LOOK A BIT LIKE TOM CRUISE. DON'T KNOW WHAT ALL THE FUSS WAS ABOUT.



THE GENTS' IS ALWAYS A HANDY PLACE TO PUT ON A DISGUISE, SO LONG AS YOU AREN'T INTERRUPTED BY BLATTERED GUESTS. NOTE THE MIRRORS – NOW OCEAN ARE JUST SHOWING OFF!

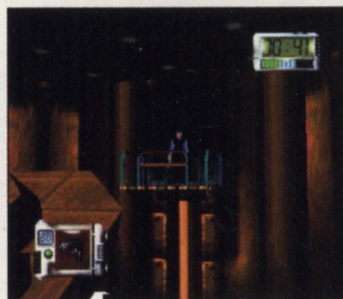
CRUISE CONTROL

The plot of the game mirrors that of the film to some extent, although there are obviously differences in order to keep things fresh and provide players with surprises. For example, you can't just finger the traitor within the team right from the off and blow him away! However, some of the locations within the game should be familiar to film and video viewers – each of the six levels is closely based upon locations from the movie itself (see boxout). The climax of the game is still on a high speed train, but Hughes promises some new twists

that he hopes will beat even the film for ridiculously over-the-top action.

As producer of the film, and a man with a keen interest in the success of the updated *Mission: Impossible* franchise, Cruise had power of approval over the game – and his face.

"He wasn't happy about having his face used," Hughes says gloomily, obviously aware of the irony of having a game of a film starring one of the world's biggest box office draws, and then not being allowed to use those self-same features in the game itself. "He's very sensitive about the use of his image. We wanted to texture map his face onto the Ethan character in the game, but he wouldn't allow it. We ended up with someone looking like a cross between designer Mark Rogers and John Travolta. Doh!" How Travolta feels about this is a subject nobody has yet dared broach. Cruise's



THIS MOVING PLATFORM WILL CARRY ETHAN TO ANOTHER ROOM, BUT DON'T BE FOOLED – THIS ISN'T MARIO. NO SQUASHING ENEMIES WITH YOUR ARSE HERE!



ALTHOUGH ETHAN USUALLY SNEAKS AROUND, AT TIMES A MORE SPEEDY APPROACH IS PRUDENT. SUCH AS WHEN PEOPLE ARE SHOOTING AT HIM.

influence doesn't just extend to the game itself, but also into its promotion – a rendered scene of Ethan atop a TGV at the finale was also eighty-sixed by Cruise, to our annoyance – we wanted to use it for the cover of this issue! We also found out the fascinating fact that Cruise apparently won't allow pictures of his face at a certain angle to be used for publicity purposes because he doesn't like his profile. These Hollywood stars, eh? Says Hughes, "As *Mission: Impossible* is Tom's own franchise, he's been very interested in the whole project. He really cares about his business."

CHANGE'LL DO YOU GOOD

With the N64 not having a CD, and hence no way to stream video footage as cut scenes, *Mission: Impossible* uses more hands-on methods to tell its story, keeping the player involved by having the plot gradually revealed as Ethan works through the six missions. Although there are cut scenes in the game, to fill the player in on events taking place outside Ethan's current location, they are all generated on the fly by the N64 itself rather than being spooled from a disk,



KEEP YOUR MIND ON THE JOB, ETHAN.

Mission: Impossible



THIS SHOT OF ONE OF THE GUARDS SHOWS OFF THE LEVEL OF DETAIL THAT OCEAN HAVE PUT INTO EVEN MINOR CHARACTERS WITHIN THE GAME.



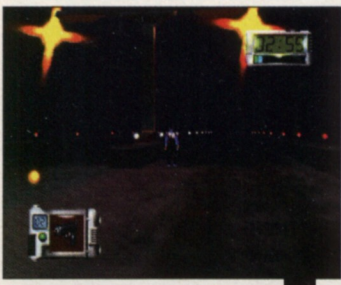
THIS CELL HOUSES A COMPUTER PROGRAMMER WHO ETHAN MUST RESCUE – BUT THE GUARD WILL HAVE SOMETHING TO SAY ABOUT THAT.

23

more

thus keeping both game and exposition in the same visual style. There are also debriefing scenes at the end of each mission, where Ethan's success, and its impact, is evaluated. "Most of the plot, though, comes out through real-time gaming," insists Hughes. "*Mission: Impossible* was designed to be more than just eye candy. Gamers have had enough of that – they don't want more!"

Mission: Impossible is certainly eye candy in a positive sense, though. The various different rooms within each level are sumptuously detailed, and the actual characters – even the bit-part players – make the pointy-breasted Lara Croft from *Tomb Raider* look positively cubist. A typical character has 350 polygons, and major players, such as Ethan himself, have quite a few more. The characters also change their clothing throughout the game; one of Ethan's many talents



A SENSE OF THE SCALE OF THE LOCATIONS IN *MISSION: IMPOSSIBLE* CAN BE GAINED FROM THIS SHOT OF ETHAN AT THE END OF A RUNWAY ON MAX'S ISLAND.

Mission: Implausible!

IN THE SIXTIES, PEOPLE WERE MORE WILLING TO ACCEPT THAT SIMPLY DONNING A RUBBER MASK COULD ALSO ALTER MARTIN LANDAU'S WEIGHT AND HEIGHT, AND LET HIM EXACTLY DUPLICATE THE VOICE OF A PERSON HE'D NEVER MET. IN THE NINETIES, WE'RE A BIT MORE SCEPTICAL – SOMETHING THE WRITERS OF *MISSION: IMPOSSIBLE* SHOULD HAVE CONSIDERED BEFORE COMING UP WITH THESE LESS-THAN-CONVINCING STORY POINTS...



THE INTER-NOT! TOM CRUISE UNCOVERS A LARGE PART OF THE PLOT AND ACCOMPLISHES ALL KINDS OF CYBERSPACE TRICKERY – USING A BOG-STANDARD APPLE POWERBOOK AND NETSCAPE NAVIGATOR 1.0. ER, NO. PLUS YOU

CAN'T PUT SPACES IN AN E-MAIL ADDRESS, SO THE JOB 3:14 SERVER WOULDN'T BE GETTING TOO MUCH MAIL.

GROUP 4: THE CIA DATA ROOM IS PROTECTED BY ALL KINDS OF RIDICULOUSLY ELABORATE SECURITY MEASURES. FUNNY HOW THEY FORGOT TO INCLUDE SOMETHING AS SIMPLE AS A CAMERA, THOUGH – THAT WOULD HAVE STUFFED TOMMY BOY'S PLANS IN A SECOND!



RAT PFINK A BOO BOO: HOW COME THE RAT IN THE VENTILATION DUCT HAD NEVER SET OFF THE LASER ALARMS BEFORE? WE'RE STILL AWAITING AN ANSWER ON THAT ONE, MR DE PALMA...

TRAINSPOTTING: THE CRUISER BOARDS A TGV FOR PARIS. EXCEPT HE DOESN'T, BECAUSE TGVs DON'T RUN IN THE UK. AND EVEN IF THEY DID, THE ONE IN THE FILM WOULDN'T BUDGE AN INCH BECAUSE THERE ARE NO OVERHEAD POWER CABLES TO SUPPLY IT WITH JUICE.



FACE FACTS: AT A CRUCIAL MOMENT OF THE STORY, TOM HAS SOME HANDY EXPOSITION SPOUTED AT HIM BECAUSE HE'S WEARING A MASK OF ANOTHER CHARACTER. A TOTALLY REALISTIC MASK. WITH HAIR. THAT HE JUST HAPPENED TO HAVE. RIGHT.

TUNNEL OF LUCK: JEAN RENO IS FORCED TO FLY HIS HELICOPTER INTO THE CHANNEL TUNNEL IN PURSUIT OF THE SPEEDING TRAIN. GOOD JOB IT'S BECOME A LOT WIDER THAN THE REAL THING SO HIS ROTOR BLADES CAN FIT IN, NON?



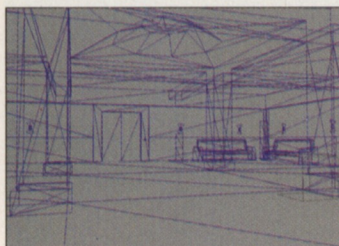
FIRE BALLS: TOM IS BLOWN THROUGH THE CHANNEL TUNNEL TO LAND SAFELY ON THE BACK OF THE TRAIN BY THE SHOCKWAVE FROM AN EXPLODING HELICOPTER! RATHER THAN, ERM, BEING CONSUMED BY THE FLAMES AND DASHED TO PIECES UPON THE TRACKS!

EMELIO DIES HORRIBLY: ACTUALLY, WE DON'T HAVE A PROBLEM WITH THIS. WE JUST THOUGHT YOU MIGHT LIKE TO SEE IT.

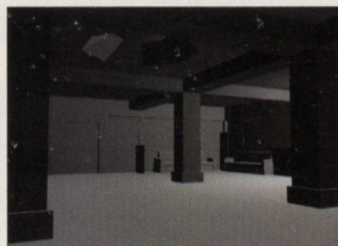


BUT MOST UNREALISTIC OF ALL... JON VOIGT. EMMANUELLE BEART. MARRIED. GUESS WHAT? *NOT* HAPPENING.

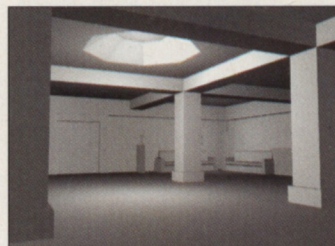
ner, Joan Collins, Martin Sheen, George Takai, Ricardo Montalban and Eartha Kitt!



ROOMS ARE FIRST CREATED IN WIREFRAME FORM, SO THAT THE DESIGNERS CAN MAKE SURE EVERYTHING WILL FIT TOGETHER PROPERLY. FLOATING TABLES AND DOORS SIX INCHES AWAY FROM THE WALL NEED NOT APPLY.



SURFACES ARE THEN FILLED TO ENSURE THAT ALL THE DIFFERENT PARTS OF THE ROOM ARE IN THE CORRECT POSITION IN RELATION TO EACH OTHER. THE SIMPLISTIC SHADING GIVES A USABLE 3-D EFFECT SO PROBLEMS CAN BE SPOTTED.



OTHER LIGHT SOURCES ARE THEN ADDED WHERE THEY WILL BE IN THE FINAL GAME. ALREADY EVERYTHING IS STARTING TO LOOK MORE REALISTIC. THE FINAL STEP NOW IS TO TURN THOSE PLAIN GREY WALLS INTO BELIEVABLE DECOR.



SIMPLY APPLY A SUITABLE TEXTURE MAP TO EACH POLYGON AND YOU'RE LAUGHING. ALL THAT REMAINS TO BE DONE IS CONVERT THIS FLASHY SGI VERSION INTO SOMETHING THAT CAN BE EXPLORED BY ETHAN ON THE N64 IN REAL TIME...

The Wired World Of Ethan Hunt

● HOW DO ALL THOSE INCREDIBLY DETAILED ENVIRONMENTS FIT INTO THE LIMITED SPACE OF AN N64 CART? BY BEING VERY CAREFULLY DESIGNED, THAT'S HOW. HERE'S A STEP-BY-STEP GUIDE OF HOW TO BUILD YOUR OWN EMBASSY USING NOTHING MORE THAN A FEW WIRES AND A COUPLE OF VERY EXPENSIVE SILICON GRAPHICS WORKSTATIONS!

is his mastery of disguise. Knock out a character with the dart gun, drag them to a suitably quiet location and a swift bit of prestomagic will see Ethan emerge from hiding in his

uniform wakes up and raises the alarm... Similarly, adopting the garb of a waiter in the first mission, the Embassy, will give Ethan the run of the reception and the chance to listen in on the guests' conversations, but don't be surprised if people keep asking him for drinks!

give off an eerie glow as Ethan hacks into their systems. The sound is suitably atmospheric as well, though Ocean are being cagey about whether Lalo Schiffrin's famous theme tune – or its half-of-U2 remix for the film – will appear in the game. "You'll have to wait and see about that one!" chortles

being planned to tie in with the release of Cruise's second *Mission: Impossible* adventure next year, which is currently being filmed in Hollywood. Since the shoot is still as difficult to penetrate as CIA headquarters (the real one, obviously, not the 'protected by Noddy' version from the film),

"We wanted to texture map Tom Cruise's face into the game, but we ended up with a cross between the designer and John Travolta!"

unlucky victim's togs. Taking the uniform of a guard will let him penetrate areas normally limited to authorised personnel only – at least until the unwilling donor of the

Extensive use is also made of the N64's battery of special effects, giving locations some extremely cool lighting effects. Searchlights sweep across military installations, guards lurk in shadows and computer screens

Hughes. *Mission: Impossible* without the endlessly hummable "biddle-ooh, biddle-ooh, biddle-ooh, bah-dah!" music would be like steak and kidney pie without botulism, though, so we'd be very surprised if the final game didn't feature it somewhere. In fact, if it doesn't, that's five percent off the final score for starters...

MISSION: EVEN MORE IMPOSSIBLE

Ocean have a lot of confidence in *Mission: Impossible*; so much so, in fact, that a second game is already

nobody knows what the story is likely to be – apart from Ocean's developers, who will share the same level of involvement as they did on the first film. Second time around, they'll also have the advantage of being based in the same part of the world – no more huge wads of Air Miles burning holes in peoples' pockets!

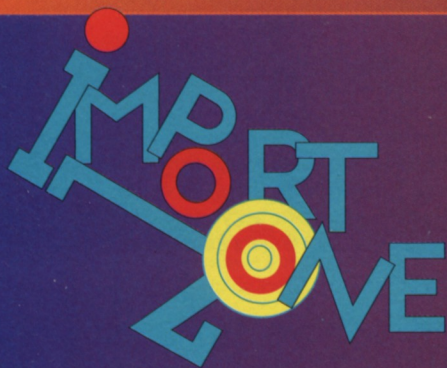
If *Mission: Impossible* on the N64 lives up to its promise, and there's no reason to believe that it will flop, it could usher in a new genre of games – the 3-D outwit-'em-up. Will the prospect of having to use brainpower rather than firepower attract an audience on the Nintendo machine, which to date has relied more upon pad prowess than synapses and stealth? It's certainly a brave step on Ocean's part – whether they've succeeded in their goal or not is something you'll be able to find out soon in 64 MAGAZINE, as soon as we get our hands on a copy. Even if this entails us going up to their UK headquarters in Manchester and dropping from the ceiling on wires...



HAVING KNOCKED OUT A GUARD, ETHAN CAN DRAG HIM SOMEWHERE QUIET AND STEAL HIS CLOTHES TO USE AS A DISGUISE.



HAVING RESCUED POSH SPICE, ETHAN HAS TO LEAD HER TO SAFETY.



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WELCOME TO 64 MAGAZINE'S REVIEWS SECTION, THE HEART OF THE MAG! REGULAR READERS WILL NOTICE THE ADDITION OF A NEW SECTION – THE UK UPDATES, WHERE GAMES NEW TO THE SHORES OF THIS SCEPTRE'D ISLE GET A SECOND CRACK OF THE WHIP. DESPITE A HIDEOUS SLUMP IN THE NUMBER OF TITLES BEING RELEASED THIS MONTH, WE'VE STILL MANAGED TO COLLECT TOGETHER SEVEN TITLES FOR YOU TO PERUSE – READ ON TO FIND OUT WHAT'S GREAT AND WHAT'S GROT!

IMPORT REVIEWS

The chances of a game getting its N64 debut in the UK are about the same as those of OJ Simpson admitting it was his glove after all. As a result, games will always be reviewed on import before they appear in the UK – annoying, but unavoidable. This month's rather meagre selection includes...

WAR GODS

28 Midway port their new arcade game onto the N64 to win the title of 'first N64 3-D beat-'em-up'. But is it any good?



DORAEMON

34 Small blue robot cat seeks friendly home with *Mario 64*-loving family. And ears.



THE GLORY OF ST ANDREWS

36 A good walk spoiled and a cartridge slot defiled with this risible plus-fours simulator.



UK UPDATES

This section will re-examine games that have already been reviewed on import in earlier issues. Although the original scores given to the game won't be changed, as we felt that having two different ratings for the same game could get confusing, we will be looking closely at the quality – or otherwise – of the PAL conversion.

MARIO KART 64

38 Mario makes a second appearance on the N64, and this time he's brought his mates with him for some full-on four-player racing action!



KILLER INSTINCT GOLD

42 Near-naked women with enormous breasts, blokes who make Arnie look like Mr Muscle... it must be beat-'em-up season!



ISS 64

40 Or the gobstopping *International Superstar Soccer 64* to its friends. Konami's soccer cracker is better than ever in its UK incarnation!



MORTAL KOMBAT TRILOGY

44 Yet another fighter battles it out for your money – but this one's going to be left bleeding on the pavement...



Box Clever

● EVERY REVIEW IN 64 MAGAZINE CONTAINS STANDARD INFORMATION ABOUT EACH GAME, GIVING YOU DETAILS AT A GLANCE.

Memory Options

MEMORY: EVERY REVIEW WILL TELL YOU WHAT THE CARTRIDGE SAVE OPTIONS INCLUDE.

CONTROLLER PAK:

YOU CAN BUY A SEPARATE MEMORY PAK, SO WHAT ELSE DOES IT GIVE YOU?

\$64,000 Question

● THIS IS WHERE WE TELL YOU HOW MUCH OF THE N64 IS USED BY EACH GAME AND WHETHER THERE ARE ANY SPECIAL NEW FEATURES WHICH ONLY THE N64 COULD HANDLE. HOW MANY GAMES ARE TRULY 64-BIT?

PAL Performance

● IN UK UPDATES, THIS BOX REPLACES THE \$64,000 QUESTION. IT ASKS IF THE UK VERSION OF THE GAME BEEN OPTIMISED TO RUN AT FULL SPEED AND FULL SCREEN ON BRITISH TELLIES – OR HAS THE PRODUCER JUST HACKED OUT A STRAIGHT CONVERSION WITHOUT BOTHERING TO CRANK UP THE SPEED FOR OUR SLOWER N64S?

The Awards

What does the overall score mean? Unlike many magazines, where an 'average' game can still achieve 80%, 64 MAGAZINE is stricter in awarding scores. Here's how we rate things:

95%+

Bang a gong, get it on – winners of the Gold Medal are those rare titles that every N64 owner should buy. We are going to be very selective about who gets these...

90%-94%

While not quite an essential purchase, any game that receives our Sizzler award should definitely be in the running for your readies.

80%-89%

Either the low end of excellence or the top end of great, depending how you look at it. Games in this range are worth investigating, especially for fans of the game's genre.

60%-79%

Approaching Planet Dubious; games that end up here are either good but flawed, or average but redeemed by clever features. Think carefully before buying.

40%-59%

Well average. Any game that lands in this area will have little special to offer you, the game-starved punter. Think very carefully before buying.

20%-39%

The Dead Zone! Anything that can only scrape this kind of score should be left on the shelf to rot.

BELOW 20%

We can only hope that nothing this dire is ever released. If anything scores below 20%, it'll be a black day for N64 gaming!

The Ratings

Dog's bollocks or dog do? We judge each N64 game on the following criteria: graphics, sound, gameplay and challenge.



THE ABSOLUTE BUSINESS! HARD TO IMPROVE ON.



VERY GOOD, BUT NOT PERFECT.



ADEQUATE, BUT NOTHING SPECIAL.



DEFINITELY BELOW PAR. WATCH OUT.



ABSOLUTELY USELESS. BEWARE!





SEVERAL CHARACTERS HAVE 'TRAP' MOVES, WHERE THE OPPONENT CAN BE HELD HELPLESS, OPEN TO ANY ATTACK. ANUBIS USES HIS 'PYRAMID TRAP' HERE.

WAR

Ninfo



Publisher: Midway
Developer: Eurocom

Game Type: Beat-'em-up
Origin: US

Release Date: Out now (import)
Price: £74.99



IF YOU FANCY A QUICK BITE, I'M SURE VALLAH CAN HELP YOU OUT!



THE QUAKE PUNCH, DEMONSTRATED BY WARHEAD, IS ENOUGH TO KNOCK MOST CHARACTERS OFF THEIR FEET.

CALL THIS LOT GODS? THEY'RE a pretty sorry looking bunch if you ask me! No wonder religion's in such a state at the moment if this motley crew's the best the heavens have to offer. There's camp Inca priest Ahau Kin, dog-faced Anubis, low-rent Terminator CY-5, clownish Kabuki Jo, lardy gladiator Maximus, chesty dominatrix Pagan, overgrown gnome Tak, strippagram Viking Vallah, dreadlocked Voodoo and GI Joe Warhead. Anyone caught worshipping any of this bunch of wasters

must have a really empty life. Jesus could kick their asses, and he's a pacifist!

War Gods is the N64's first full 3-D beat-'em-up, in the same style as *Virtua Fighter 3* and *Tekken 2*. The good news for Nintendo owners wanting a fighting game that can match the best on PlayStation or Saturn is that *War Gods* is a match in terms of looks. I'll save the bad news for later.

The *War Gods* arcade machine, of which this is a pretty straight

conversion, was created by Midway as a test for their new hardware.

Rather than take the risk of damaging their lucrative *Mortal Kombat* franchise if players didn't take to the 3-D format,

Midway came up with *War Gods* instead. Any problems players might have with the

\$64,000 Question

- IMPRESSIVE BACKGROUNDS AND SPECIAL EFFECTS
- CHARACTERS LOOK FAIRLY REALISTIC
- NOTHING THAT COULDN'T BE DONE ON PLAYSTATION OR SATURN
- PATHETIC USE OF 3-D MODE
- UNIMPRESSIVE SOUND

Memory Options

MEMORY: NONE
CONTROLLER PAK: NONE





CYBORG CY-5 CAN CHARGE UP TO FOUR "ORBITALS", WHICH CAN THEN BE FIRED IN ONE DEVASTATING BARRAGE!



GODS

new format could be sorted out before *Mortal Kombat 4* hit the arcades.

The *Mortal Kombat* connection shows up pretty strongly in *War Gods*. The various special moves for each character are accessed in a similar

way, tapping out combinations of moves on the D-pad or analogue stick (either can be used to play the game) to get results, and the splashes of blood that follow each hit will also be also very familiar to *MK* players. Combos are also present (although

it's pretty rare to find a modern beat-'em-up that doesn't have them) along with the regular basso announcer, and the things that made *Mortal Kombat* so infamous in the first place are here as well – the fatalities. There aren't as many of them as

in the later *MK* games, but it's just about possible that in *War Gods* they might be the maddest ones yet (see boxout on page 30).



THE FIRST OF THE TWO BOSSES IS GROX, A FAT BUT DEADLY FIGHTER. ONCE HE GRABS YOU, HE RARELY LETS GO UNTIL YOU'RE DEAD.



THE FATALITIES CAN BE EXTREMELY PAINFUL, SUCH AS WHEN TAK HAMMERS HIS OPPONENT INTO THE GROUND AND THEN KICKS THEIR HEAD OFF. DON'T TRY THIS AT HOME!

Fatal But Not Serious

● JUST LIKE THE *MORTAL KOMBAT* GAMES ON WHICH THIS IS BASED, *WAR GODS* HAS SOME MAD AND GORY FATALITIES FOR PLAYERS TO TRY OUT ON THEIR ENEMIES.

AHAU KIN

RIPS OUT HIS OPPONENT'S STILL-BEATING HEART AND SUCKS THE BLOOD FROM IT.



CY-5

CALLS DOWN AN *INDEPENDENCE DAY*-STYLE UFO TO VAPORISE ANYBODY STANDING UNDER IT.



ANUBIS

DROPS A SARCOPHAGUS ONTO HIS DEFEATED ADVERSARY, SQUASHING THEM FLAT.



PAGAN

SUMMONS UP A GREEN MEDUSA HEAD TO PETRIFY ANYONE WHO GETS IN HER WAY.



TRICK ORE TREAT

Is there a paper-thin excuse for all this bloodshed, I hear you ask? There certainly is! Biiiiiiillyuns and biiiiiiillyuns of years ago, as Carl Sagan might have said if he wasn't dead, an alien spacecraft carrying a load of energy charged Ore (nobody ever bothers to explain exactly what kind of ore it is, or why it deserves a capital letter) crashed into the newly-forming Earth.



"NO THANKS, I JUST HAD A TUNA TACO."

WARHEAD

ANY POOR FOOL WHO LOSES TO WARHEAD WILL FIND THEMSELVES ON THE WRONG END OF AN AIR STRIKE.



KABUKI JO

TRANSFIXES THE LOSER WITH A SPEAR, THEN LIFTS THEM SO THEY SLOWLY SLIDE DOWN IT.



TAK

HAMMERS HIS VICTIM INTO THE GROUND LIKE A TENT PEG, THEN BOOTS THEIR HEAD OFF.



Its glowing green cargo was scattered throughout the molten rock of the new planet. Ages later, various humans came across the Ore, which upon contact turned them into super-beings with amazing powers. They could have become all philanthropic like Clark Kent or the Justice League Of America, but that would have made it a very boring game. Instead, they used the power of the Ore to

travel through time and kill each other, so that ultimately the sole survivor will possess all the Ore and rule the world. However, before that the final War God must face two beings that guard the secret of the Ore – the beer-gutted gargoyle Grox and telekinetic slime-being Exor.

Compared to *Killer Instinct Gold*, *War Gods*'s only real competition for the beat-'em-up crown on the N64



THE FINAL GUARDIAN OF THE ORE IS EXOR, A MONSTER MADE FROM THE ORE ITSELF.

War Gods is a sad attempt

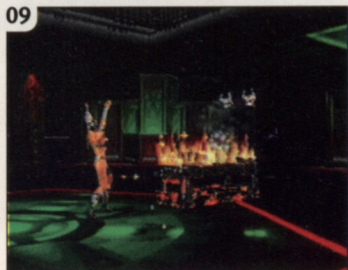
MAXIMUS

CHAINS HIS UNLUCKY ENEMY BETWEEN TWO COLUMNS, THEN SLICES THEM IN TWO.



VALLAH

SACRIFICES HER CHALLENGER ON A FLAMING ALTAR, ROASTING THEM ALIVE.



(*Mortal Kombat Trilogy* is too sucky to consider), there is a lack of options. In particular, *KI Gold*'s excellent training mode is really missed here. Some of the moves in *War Gods* are quite complex, like the fatalities, and the chance to practice them would have been appreciated.

Once you start playing the game, *Mortal Kombat* vets will feel right at home. Apart from the addition of a '3-D' button, the controls are the same as *MK Trilogy* –

VOODOO

MAKES USE OF A VODOO DOLL TO EXPLODE HIS FOE'S INTESTINES.





A DIET OF SPICY BEANBURGERS GIVES KABUKI JO THIS DEADLY FLAMING BREATH.



PAGAN IS JUST ABOUT TO FEEL THE FULL FORCE OF WARHEAD'S ARM MISSILES.

two kinds of punch, two kinds of kick and a block. You can even still deliver an uppercut that'll send your opponent flying into the air! Each character also has projectile and



THERE ARE TEN WAR GODS TO CHOOSE FROM - A SIMPLE CHEAT (SEE PAGE 50) ALSO LETS YOU SELECT THE BOSSES, GROX AND EXOR.

special attacks activated by joypad gymnastics - for instance, Pagan can conjure up evil skeleton spirits to trap her enemy while she moves in for the kill, while Voodoo can set packs of giant skull-faced bats onto the other player.

War Gods is being sold on its looks, and I have to admit it does look good at first. Like the *Mortal Kombat* games, real actors have been photographed and digitised for the game, which must have been fun for the guys photographing the actress playing Pagan when she did her victory boob jiggle! In *War Gods*, the digitised pictures have been mapped onto polygon characters, giving them a more realistic look than, say, *Tekken*, although they're not nearly as lifelike as Midway like to think. Because of the cartoony style of a lot of the moves, the fighters are quite jerky and don't have any feeling of weight behind them. They aren't as responsive as they should be either. While you're waiting for some sluggishly animated special move to finish, the other player is kicking the crap out of you.

Despite it being a 3-D game, the celebrated '3-D button' is pretty much a waste of time. Push it, and your character can hobble around the arena as you move either of the directional pads. While you're doing it you're open to attack, and



STONE-MAN TAK DEMONSTRATES A WHOLE NEW MEANING TO THE PHRASE 'GIVING HEAD'.



EXOR'S TELEKINESIS CAN BE DEADLY - HE CAN POUND YOU INTO THE GROUND FROM TEN FEET AWAY!

even if you use the analogue stick you can still only move in eight directions instead of having full freedom of the arena. Frankly, you're better off reconfiguring the pad

so that the shoulder buttons allow you to roll left and right, like the PlayStation's *Toshinden* games. It's surprising that this wasn't set up as a default, as it's a lot more useful than the 3-D button.

Ore Gasm

THERE ARE TEN FIGHTERS YOU CAN CHOOSE IN *WAR GODS*. BUT IT'S HARD TO IMAGINE ANYONE SETTING UP A CHURCH TO ANY OF THEM.

AHAU KIN

This Inca priest might wear a skirt, but he responds to accusations of transvestism by ripping out people's hearts.

MODELLED ON: Yul Brynner
CRAP IN A PUB BRAWL BECAUSE: Dress sense makes him an instant target



ANUBIS

A former grave robber turned Egyptian god, Anubis is an advocate of 'pyramid power'. If you throw a stick he'll fetch it, too.

MODELLED ON: Ross from *Friends*
CRAP IN A PUB BRAWL BECAUSE: "Sorry mate, no dogs."



CY-5

A cyborg from the future, CY-5 murdered his creators and set out to hunt for more Ore, his power source, and a can of 3-in-1.

MODELLED ON: Steve Austin
CRAP IN A PUB BRAWL BECAUSE: One spilt pint would short him out



KABUKI JO

After watching the Troma film *Sgt Kabukiman NYPD*, this man knew he'd found his ideal secret identity.

MODELLED ON: Ronald McDonald
CRAP IN A PUB BRAWL BECAUSE: Nobody would take him seriously



WARHEAD

A former US soldier, Warhead made the mistake of going into an exploding building full of Ore. You don't need brains to be a god.

MODELLED ON: Jean Claude Van Damme
CRAP IN A PUB BRAWL BECAUSE: Wearing sunglasses indoors means you can't see



MAXIMUS

For most people, fur underpants would be a bad idea. But for Maximus, discomfort makes him stronger!

MODELLED ON: Wolf the Gladiator
CRAP IN A PUB BRAWL BECAUSE: Dress code on door means he'd never get in





SOME HUGE PAINFUL COMBOS CAN BE STRUNG TOGETHER IF YOU'RE FAST ENOUGH.

BORE SODS

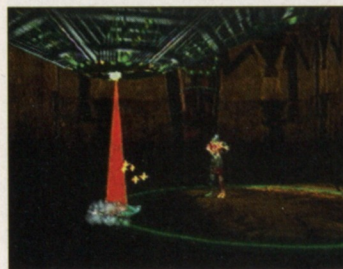
Once you see past the flashy graphics, you'll realise that *War Gods* is a sad attempt at a beat-'em-up. By sticking to the *Mortal Kombat* method of fighting, Midway have missed the chance to take advantage of the 3-D setting –



FOR A FAST TAN, JUST CALL ON AHAU KIN FOR SERVICE. JUST DON'T LET HIM RUB ANY LOTION ONTO YOUR CHEST.

what you end up with is *MK3* from a different viewpoint. Compared to a game like *Tekken 2*, it's a totally empty affair, as you just don't feel connected to what's happening on the screen at all. Plus, it looks like corners have been cut in order to squeeze the game onto a cartridge, even the massive 96 megabit cart here. Not every character has a level to call their own – although there are 12 fighters in total, including the two bosses, there are only eight arenas for them to fight in. If you're the kind of sad twat like me who sits and watches game attract modes, you'll also find out that only half of the characters have in-game profiles. What, you think we don't check this stuff out?

Even if the N64's otherwise cool pad was better designed for beat-'em-ups (the C buttons



CY-5 CALLS UPON A MINIATURE ID4 CITY DESTROYER TO TAKE CARE OF SOME BUSINESS FOR HIM.

are just too small and close together for fat Western fingers like mine), *War Gods* still wouldn't be much fun, and it doesn't make *Mortal Kombat 4* sound promising either. If you're desperate for a beat-'em-up for your N64, and you can't hold out for however long it takes for *Street Fighter III* to appear on the 64DD, get *Killer Instinct Gold* rather than this. *War Gods* is just another American game that's all graphics and no gameplay.

WAR GODS WAS SUPPLIED BY THE VIDEO GAME CENTRE. CALL THEM ON (01202) 527314 TO ORDER.



PAGAN

If real pagans all went around looking like this thigh-booted vamp, they'd probably get a lot more attention. MODELLED ON: Miss Whiplash
CRAP IN A PUB BRAWL BECAUSE: She'd trip on her six-inch stilettos



TAK

This big stone bloke's only ambition was to make the Easter Island chorus line, but instead he had to settle for *War Gods*.

MODELLED ON: A Ray Harryhausen puppet
CRAP IN A PUB BRAWL BECAUSE: He'd fall through the floorboards



VALLAH

The nearly nude nubie Nordic knockout relies on her, er, assets to beat enemies, and if they fail, a big pointy thing. MODELLED ON: Live TV's Norwegian weather girl
CRAP IN A PUB BRAWL BECAUSE: Would be groped to death by drunks



VOODOO

Note to all Caribbean villagers – don't chuck the local evil witch-doctor into a swamp full of Ore. You'll regret it. MODELLED ON: That bloke from *Live And Let Die*
CRAP IN A PUB BRAWL BECAUSE: He'd get stuck with bar bill for 30 'zombies'

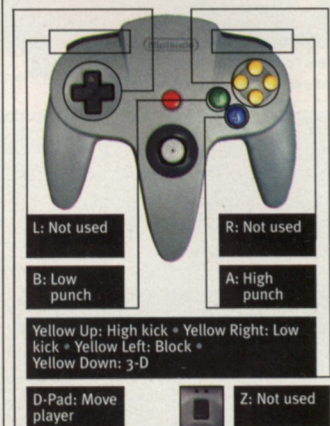


2nd opinion

LOZ IS PROBABLY BEING A BIT HARSH IN HIS CRITICISM OF *WAR GODS* – IT'S BY NO MEANS THE GREATEST BEAT-'EM-UP EVER WRITTEN, BUT IT CAN PROVIDE SOME FUN FOR A WHILE. THE MAIN PROBLEM IS THAT THE GAME IS LIMITED BY BEING BASED ON *MORTAL KOMBAT* – THE FLASHY VISUALS DON'T DISGUISE THE FACT THAT IT FEELS VERY DATED TO PLAY. **ANDY McDERMOTT**

64 THE BOTTOM LINE

Keys



Alternatives

Killer Instinct Gold: Nintendo, £54.99, Reviewed: Issue 1, 75%
Mortal Kombat Trilogy: GT Interactive (import), Reviewed: Issue 2, 62%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

59%

Summing up: PLAYS JUST LIKE *MORTAL KOMBAT TRILOGY* WITH SOME 3-D TACKED ON. YAWN!

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Ninfo



Publisher:
Developer:

Epoch
Epoch Japan

Game Type:
Origin:

Platform
Japan

Release Date: Out now (import)
Price: £69.99

The CAT'S out of the mag!

DORAEMON

34



WHERE NINTENDO GO, OTHERS FOLLOW. That axiom has never been more accurate than in the case of *Doraemon* – if you had your controller snatched away in the middle of a game of *Mario 64* and replaced by one connected to



THE LOCAL MONARCH IS TRAPPED IN A BLOCK OF ICE. LOOKS LIKE A JOB FOR AN ATOMIC FELINE AND SOME KIDS, OBVIOUSLY.

Doraemon, you could carry on playing without pausing to blink!

Doraemon is a Japanese kids' manga character, a blue robot cat from the 22nd century who has come back to the present to help out the local wimp in his dealings with bullies. In his debut N64 game, *Doraemon* and his mates enter a parallel universe to lend a hand in getting rid of some sort of evil dragon bloke who has taken over the world – the exact story is probably explained in the *War And Peace*-length Japanese text that pops up throughout the game, but since the only person in the office who claims to know Japanese only has a vocabulary of twenty words, half of which are obscenities, we can only guess at his motivation.

Memory Options

MEMORY:
FOUR SAVE SLOTS
CONTROLLER PAK:
N/A



\$64,000 Question

- PLAYS JUST LIKE *MARIO 64*
- ONLY IT'S NOT AS GOOD
- MEANT FOR YOUNGER CHILDREN



THIS SWARM OF WASPS GUARDS A TREE – ON THE TOPMOST BRANCH IS A TREASURE CHEST CONTAINING A USEFUL ITEM.



TAKE OUT A BOSS, AND YOU CAN PICK UP THE MAGICAL GEM FRAGMENTS NEEDED TO SAVE THE WORLD.

DOUGAL AND THE BLUE CAT

Mario 64 is very obviously an inspiration for *Doraemon* – the control method is identical, as is the whole look and feel of the game. Brightly coloured cartoon characters hop about garish landscapes, jumping on enemies to release coins – er, sorry, bells – and taking out boss characters

Doraemon is

in order to collect special gems and open up new areas. All the levels are accessed through a central area, which acts like the castle in *Mario*, and also doubles as a save point.

Not knowing Japanese isn't much of a handicap, as *Doraemon* has very



ONE LEVEL IS PLAYED WITH YOU IN THE MUCUS-FILLED POUCH OF THIS BIZARRE KANGAROO/DAGON BEAST. THE GAME'S GRAPHICS ARE CUTE, BUT VERY SIMPLISTIC.



Super Doraemon Kart

ONE BIZARRE PART OF THE GAME IS THIS LOW-RENT RACING SECTION, WHERE YOU RACE AN UNDERWATER BEACH BUGGY AGAINST A SMILING TORPEDO. YYYYYEEEESSSS. VICTORY IS REWARDED WITH A POT OF 'SUBMARINE', WHICH LETS YOU ENTER AN UNDERWATER CHASM.

The Kids Are All Right

THE MAIN (IN FACT, ABOUT ONLY) DIFFERENCE BETWEEN *DORAEMON* AND *MARIO 64* IS THAT YOU CAN CHOOSE DIFFERENT CHARACTERS FOR DIFFERENT TASKS. THE GANG IS JUST LIKE THE ONE YOU USED TO HANG AROUND WITH AS A KID (APART FROM THE ROBOT).

DORAEMON

THE EPONYMOUS NUCLEAR-POWERED ROBOT CAT WITH VERY DEEP POCKETS. HE CARRIES ALL THE ITEMS YOU COLLECT, AND ACQUIRES A HANDY GUN THAT SHOOTS FURBALLS (BLECH).



SPECCY KID

CALLED NOBI NOBITA, APPARENTLY, WHICH MUST MAKE HIM THE BUTT OF MANY A JOKE. HE'S *DORAEMON*'S OWNER, AND WIELDS A MEAN PEASHOOTER.



COCKY KID

THIS CHEEKY LITTLE SOD SPORTS AN ENORMOUS JONATHAN KING SIDEGOB, AND ALSO HAS A PAIR OF BOXING GLOVES TO, WELL, HIT STUFF.



FAT LAD

EVERY GANG HAS ONE, USUALLY CALLED CHUNG OR PODGE. THE EARLY ONSET OF PUBERTY HAS GIVEN THIS LARDO A DEEP VOICE, WHICH IN HIS CASE CAN KILL ENEMIES.



TOKEN GIRL

NEED SOMEONE FOR YOUR JUMPING ABOUT VERY HIGH NEEDS? YOU WANT A GIRL IN A PINK DRESS, JOHN.



AW, BLESS. ISN'T THIS LITTLE PENGUIN CUTE? EASY TO KILL, TOO.



PITY HIS MUM WON'T BE TOO HAPPY ABOUT THAT, THOUGH.

inferior to *Mario 64* in every way

2nd opinion

IF YOU EVEN THINK ONCE ABOUT BUYING *DORAEMON* THEN THERE'S GOT TO BE SOMETHING SERIOUSLY WRONG WITH YOU. THIS GAME TRIES TO EMULATE *MARIO* MORE OR LESS FRAME FOR FRAME, AND FALLS LAUGHABLY FLAT ON ITS ARSE ON ALL COUNTS. IT WAS INEVITABLE THAT WE'D SEE CRAP LIKE THIS; I JUST DIDN'T BANK ON IT BEING SO SOON! **RYAN BUTT**

linear gameplay. Completing the first level rewards you with an item that opens up the next level; there's no need to worry about when to select a new item, as once collected, it is used automatically when needed.

CAT LITTER

One of the few original things about *Doraemon* is that you can control more than one character, each of whom has slightly different abilities. For example, once certain power-ups are found (not a difficult task) *Doraemon* can shoot enemies, while the fat kid gets a microphone that lets him karaoke things to death. This gives the game a very small measure of strategy, but it's usually pretty obvious which character to use for what task.



ONE OF THE TOUGHER BOSSES IS THIS CLUB-SWINGING MINOTAUR, RULER OF THE INEVITABLE LAVA LEVEL.

Doraemon is obviously aimed at young children – the level of skill required is a lot lower than *Mario 64*, and the course through the game is signposted even more than Nintendo's platformer. Unlike Japan, where the earless moggy has quite a following, there's really no reason for any UK gamers to buy *Doraemon*, as it is inferior to *Mario 64* in every way and the chances are you'll already own *Mario* anyway. Stick with the plumber, and put this cat out.



MORE TREASURE CHESTS – TWO OF THEM ARE REAL, THE REST ARE DISGUISED MONSTERS. NOW, WHICH ONES...?

Doraemon was supplied by the Video Games Centre – (01202) 527314.



64 THE BOTTOM LINE

Keys



Alternatives

Super Mario 64: Nintendo, £59.99
Reviewed: Issue 1, 94%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

50%

Summing up:
A *MARIO 64* CLONE IN ALL BUT PLAYABILITY.



GLORY ST AND

“I’m **TIGER** Woods!” “No, I’m Tiger Woods!” “I’m **SPARTACUS**!”

Ninjo	Players:	Cartridge:	Memory:	Publisher: Seta	Game Type: Seta	Sports Japan	Release Date: Out now (import)	Price: £69.99
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start THANKS TO THE RECENT ANTICS of Tiger Woods, golf seems to be turning into an almost cool sport, which is surprising when you consider that most people who play it are either lardy businessmen with no fashion sense or their gimlet-eyed wives fantasising about the club professional. In Japan, however, being a member of a golf club is a massive status symbol because of the enormous cost, and for those who aren't rich enough to join or lucky enough to be invited to lose humiliat-

ingly to the boss, there's always the trusty games console.

The Glory Of St Andrews gives N64 owners the chance to tromp around the world's most famous golf course, the windswept Scottish links beloved of Bruce and Tarby and their ilk. All 18 holes are reproduced in the game, from the thrillingly named Short Hole to the bizarre Ginger Beer. Sadly, the 19th hole is conspicuous by its absence.

HORRIBLE SWEATERS

The Glory Of St Andrews makes interesting use of the N64's analogue stick, the strength of each swing being determined by how far back the stick is pulled before being released. A tiny movement lets you tap in those

three-inch putts (annoyingly, the game won't let you just kick the ball in from that distance) while pulling all the way back means you hoof the ball toward the horizon.

Like most golf games, there is still an element of timing required – *St Andrews*' irritating method is a pulsating circle. Release the stick when it is at its smallest and the ball flies as straight as a bullet, but mistime it by a fraction of a second and the fat red blob that results means your ball will most likely slice off into the rough, never to be seen again. This would be just about acceptable, except that there is sometimes a slight delay after you release the stick, completely wrecking the shot. When this happens



ALAN PARTRIDGE PLAYS THROUGH.

two feet from the hole, fantasies of the programmers falling victim to Oddjob's ball-crushing routine from *Goldfinger* start to flash through your mind.

No guts, and



THIS SCREEN ALLOWS YOU TO CHOOSE YOUR CLUBS, PLAYER NAME AND EVEN TYPES OF BALLS.



ONCE YOU'VE CHOSEN YOUR CLUBS, YOU CAN SELECT THEM WITH THE R BUTTON. THE COMPUTER RECOMMENDS CLUBS, BUT IT'S NOT ALWAYS RIGHT.



THIS RATHER ARIAN GOLFER DEMONSTRATES THE SHOT POWER GAUGE, USING THE ANALOGUE STICK.

Memory Options

MEMORY:
STORES SCORES AND PLAYER NAMES
CONTROLLER PAK:
N/A



THE RED DOT ON THE BALL CONTROLS THE ACCURACY OF YOUR SHOT. THE SMALLER, THE BETTER.

OF REWS

\$64,000 Question

- ⊕ CLEVER-ISH USE OF ANALOGUE STICK
- ⊖ MISERABLE GRAPHICS
- ⊖ CHEESY MUSIC



Men At C&A

● GOLF IS THE WORST SPORTING OFFENDER FOR SARTORIAL TRAVESTIES. CALL THE FASHION POLICE!

2nd opinion

THE INNOVATIVE ANALOGUE CONTROL SYSTEM IS A BRAVE ATTEMPT TO BRING A REALISTIC SENSE OF TOUCH AND FEEL TO YOUR SHOTS. UNFORTUNATELY, THE LACK OF PRECISION MAKES IT ALL A BIT TOO FIDDLY AND ULTIMATELY ANNOYING. ADD TO THAT IMPRECISE PUTTING AND SOME VERY DODGY GRAPHICS AND THIS TURNS OUT BE A BIT OF A BOGEY! **PHIL KING**

bits of dried-out bath sponge more than anything) and the twelve golfers you can choose from all seem to be lacking in the joint department. On top of all that, the masses of Japanese text make most of the game options indecipherable and to cap it all, the ball isn't even round! No guts, and definitely no glory.

The Glory Of St Andrews was supplied by the Video Games Centre - (01202) 527314.



HAVING THE FINAL HOLE RIGHT NEXT TO THE CLUBHOUSE WAS AN IDEA OF THE LOCAL GLAZIER.

64 THE BOTTOM LINE

Keys



Alternatives

None yet, but watch out for *Actua Golf* (Interplay) or Nintendo's own golf game.

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall



25

Summing up:
THE WORD 'MEDIocre' WAS MADE FOR THIS FEEBLE EFFORT!

37



YOU CAN EXAGGERATE THE CONTOURS OF THE GROUND TO JUDGE THE LIE, BUT IT ALSO TURNS SMALL COTTAGES INTO THE EMPIRE STATE BUILDING.

CLUB BORES

St Andrews is a pretty sad attempt at a golf game. The control method is badly flawed, the game looks like a Super NES leftover (the trees resemble

definitely no glory



ONE OF THE GAME'S FEW NICE TOUCHES IS THE WAY PLAYERS ADAPT TO THE GROUND CONDITIONS.

MARIO KART 64



38

Ninfo



Publisher:
Developer:

Nintendo
Nintendo

Game Type:
First Reviewed:

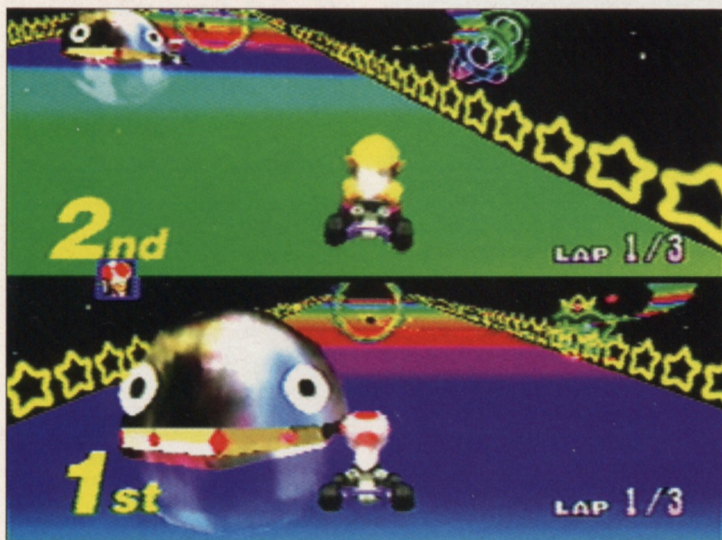
Racer
Issue 1 (Japan)

Release Date:
Price:

Out Now
£59.99

**64
SIZZLER**

It's **BACK!** One of the most **PLAYABLE** games ever gets a 64-bit makeover – but is the **MAGIC** still there?



Wow, trippy, man! Rainbow road is even more eye-wrenching than ever, but the fences reduce the challenge.

Memory Options

MEMORY:

SAVES CUP RECORDS PLUS BEST LAP TIME.



CONTROLLER PAK: SAVES BEST TIME PER TRACK, SO PLAYERS CAN RACE AGAINST THEMSELVES IN 'GHOST MODE'.

PAL Performance

● HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?
BORDERS: YES, MODERATE.
SPEED: SLOWER THAN NTSC, THOUGH NOT ENOUGH TO AFFECT GAMEPLAY.



MARIO KART 64 POLARISED opinion in our office.

Everyone here was a huge fan of the original Super NES game, which for all the limitations of the hardware was still one of the best multi-player

games ever (along with Bomberman... will it survive the conversion to 3-D?). So, while some thought that the 64-bit upgrade was a natural expansion of the old classic, others felt that all the fancy bells, whistles and texture-



PLAYERS FURTHER DOWN THE FIELD ARE COMPENSATED BY GETTING BETTER POWER-UPS, SUCH AS THE LIGHTNING BOLT!



THE GAME IS FULL OF CUTE LITTLE TOUCHES, LIKE THIS BLUE BABY PENGUIN WHICH SKIDS ABOUT ON ITS BELLY.



POOMP, INDEED. THESE TECHNICOLOUR BOXES CONTAIN THE VITAL POWER-UPS.

Mario Kart 64 should have



2nd opinion

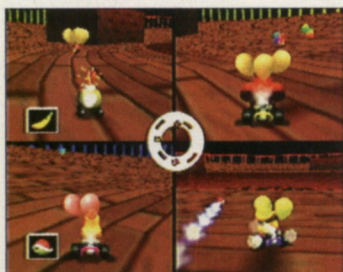
WHILE MARIO KART 64 ISN'T AS PERFECT AS THE ORIGINAL – IT'S COMPROMISED FOR COMPETITIVE GAMES BETWEEN UP TO FOUR PLAYERS OF VARYING ABILITY – COMBATIVE GAMEPLAY, WONDERFUL CHARACTERS AND FUN ENVIRONMENTS MAKE FOR TOTAL ENTERTAINMENT. YOU'LL ALWAYS COME BACK TO IT WITH A FRIEND, IF NOT AS MUCH IN SOLO MODE. **STUART WYNNE**

mapped doodads were nothing more than flashy icing on the same cake.

In race mode, the N64's abilities do help add something – rather than the flat, tight courses on the Super NES, the new tracks are larger and more varied, with hills, dips, bumps and cambers, as well as a wider variety of obstacles. Speeding trains and paddle steamers, anyone?

A slight disappointment in the race mode is the near lack of any new power-ups. With the exception of the blue shell, which relentlessly homes in on the race leader and even jumps obstacles in its quest to wipe out the current Michael Schumacher, the only additions are simply multiple versions of the existing power-ups. Although nuking the leaders with a rapid-fire trio of red shells is fun, it's a shame a little more imagination wasn't used here. Still, at least they didn't ruin it like *Bomberman 2* on the Super NES!

The four-player race mode, the screen being divided into quarters, is also great fun if you can drag three



IN BATTLE MODE, DEAD PLAYERS ARE REINCARNATED AS BOMBS, SO THEY CAN HASSLE OTHER PLAYERS FROM BEYOND THE GRAVE.

een just a little bit better

A La Mode

MARIO KART 64 OFFERS NO FEWER THAN FOUR MODES IN WHICH KARTAHOLICS CAN EXERCISE THEIR ADDICTION.

GRAND PRIX

LIKE THE ORIGINAL SUPER NES GAME, THIS IS FOR ONE OR TWO PLAYERS, AGAINST A FULL FIELD OF COMPETITORS. A TOTAL OF 16 TRACKS CAN BE PLAYED WITH THREE DIFFERENT ENGINE SIZES (50cc, 100cc AND 150cc).



TIME TRIALS

THIS IS A PURE TEST OF SKILL, WITH NO OTHER DRIVERS – THE OBJECTIVE IS TO GET THE BEST POSSIBLE TIME. IF YOU HAVE A CONTROLLER PAK, YOUR FASTEST ROUTE IS SAVED SO YOU CAN LATER RACE AGAINST A 'GHOST' OF YOURSELF!



joypad-equipped mates around to your home. Ideally, you'll also need one of those humungous 35" TVs beloved of managing directors to play it on – a squitty little 14" Matsui portable just won't cut it. Tell them to bring some booze as well – this is one occasion where you can get away with drinking and driving!

The main let-down of *Mario Kart 64* is the battle mode, one of the most entertaining parts of the original. The new battle arenas are just too big and complex for what should be a fast-paced duel to the death – it can take much too long to find your enemies. The third battle arena, a large multi-level maze, is especially bad; you can spend hours driving around without a sign of anyone, and when you finally do spot somebody they're invariably on a different level and out of reach of your weapons. Not clever.

In addition, Nintendo have shown how little they are interested in the UK

VERSUS MODE

THE N64'S ABILITY TO HANDLE MULTIPLE WINDOWS ON SCREEN PAYS OFF HERE – UP TO FOUR PLAYERS CAN COMPETE AGAINST EACH OTHER IN A NO-HOLDS-BARRED CONTEST WITH NO COMPUTER PLAYERS TO GET IN THE WAY.



BATTLE MODE

A DISAPPOINTMENT WHEN COMPARED TO THE INSTANT ADDICTION OF THE SUPER NES VERSION, THIS STILL LETS YOU CACKLE WITH GLEE AS YOU WIPE OUT A TRIO OF FRIENDS.



market by not really making any effort to optimise the game for PAL televisions, instead just carrying out the same kind of straight conversion they did for *Super Mario 64*. As a result, the game has fairly chunky borders at the top and bottom of the screen, and a noticeable speed drop over the NTSC version.

These niggles aside, *Mario Kart 64* is still a great game, but the 64-bit upgrade is, like *Starfox 64*, remarkably conservative considering what could have been done. It should have been just that little bit better.



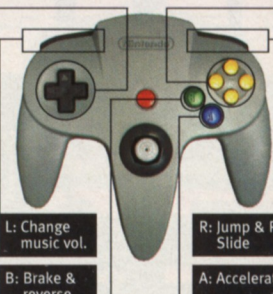
SEVERAL COURSES HAVE SOME IMPRESSIVE OBSTACLES, LIKE THIS FIRE-BREATHING BOWSER STATUE.

Mario Kart 64

64 UK UPDATE magazine



Keys



L: Change music vol.
B: Brake & reverse

R: Jump & P-Slide
A: Accelerate

Yellow Up: Near/Far Camera Perspective *
Yellow Right: Speedometer/Map/Competitor position displays

D-Pad: Not used

Z: Power-Up activator

Alternatives

Wave Race: Nintendo, £54.99
Reviewed: Issue 1, 94%
Human GP: Human (import)
Reviewed: Issue 2, 78%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

%

94

Summing up:
WHETHER IT'S BETTER THAN THE SUPER NES ORIGINAL IS DEBATEABLE. BUT AS THE ORIGINAL WAS SO SUPERB...

39

Ninfo



Publisher:
Developer:

Konami
Konami

Game Type:
First Reviewed:

Sports
Issue 1, Japan

Release Date:
Price:

June 27 (TBC)
£64.99 (TBC)

INTERNATIONAL SOCCER 64

Football's not just coming home – it's **HERE**, and it's **STAYING!**



It's IN, IT'S IN!
GOOOOOOOOOOOOOOOOOOOO!



blow to the likes of the abysmal *FIFA 64* and even tearing long-term devotees of *Sensible Soccer* on the PC away from their monitors. It eschews graphical frippery like *FIFA*'s multiple

(and often unplayable) camera angles in favour of the traditional *Match Of The Day* viewpoint high above the centre line, concentrating instead on perfectly-tuned gameplay and precise control over the players. The game's appeal can be summed up by the fact that come lunchtime, 64 MAGAZINE's Japanese N64 is ruthlessly commandeered by the staff of PlayStation tips mag *PowerStation* so that they can play *J-League Perfect Striker*, *ISS 64*'s Japanese counterpart – despite them having a PlayStation version of the game of their own!

WHAT'S SO GREAT ABOUT International Superstar Soccer 64? The simple answer is that it is the best football sim on any machine ever, delivering a hammer-



POP ONE IN THE NET AND YOUR TEAM GO MENTAL, AS INDEED THEY SHOULD. NONE OF THAT OLD-FASHIONED RESERVE HERE!

Memory Options

MEMORY:
SAVE ONGOING LEAGUE AND TOURNAMENT STATUS, PLUS CUSTOM PLAYERS AND FORMATIONS
CONTROLLER PAK:
N/A



SELF-EXPLANATORY, REALLY. IT'S 11 MEN AGAINST 11, A GAME OF TWO HALVES, THE BEAUTIFUL GAME, SPIRIT OF '66, BLAH DE BLAH.

BADDIEL & SKINNER

Konami have done a superb job with the conversion of *J-League* for Western audiences. While the Japanese game featured teams from its home country's Lineker-friendly

league, over here we get international squads competing at a world level. The players are all fictional, but a few minutes getting busy with the options to rename the players and you can have the real squads programmed in ready for action whenever you like.

Where *ISS 64* scores over all its rivals



THREE LIONS ON MY SHIRT, JULES RIMET STILL GLEAMING... THERE ARE 36 INTERNATIONAL TEAMS, PLUS SIX HIDDEN ONES, TO CHOOSE FROM.



OOOOOH! AAAAAH! RELIVE THOSE GLORIOUS GOALS AS OFTEN AS YOU WANT (OR UNTIL THE OTHER TEAM GETS FED UP WITH YOU GLOATING).

SUPERSTAR CER 64

Things like the pitch-side advert hoardings have been Anglicised as well, so instead of mysterious Japanese products you now get equally mysterious Western products. Konami still get a lot of space, though. Wonder why?

The commentator too has been altered to reflect the change in venue, so instead of an excitable Japanese lunatic shrieking away like somebody's dropped a ferret into his y-fronts, there is a slightly more restrained chap offering pass-by-pass coverage of the action. He's not Jimmy Hill, but that's probably a good thing!

Where *ISS 64* scores over all its rivals is the superbly responsive control method, which is both simple and extremely versatile. All six thumb buttons are used, but it only takes a few minutes to become completely au



THIS SCREEN ALLOWS YOU TO ADJUST THE SKILL LEVELS OF EACH TEAM. TIME TO GET OUR OWN BACK FOR THE 1990 WORLD CUP AND EURO 96 SEMIS!

the time. Where it really comes into its own is as a multi-player event – up to four people can take part, and once everyone gets into it, an atmosphere is generated that even beats the four-player versions of *Mario Kart* and *Starfox* for sheer competitive spirit!

PAL Performance

● HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?

BORDERS: TINY

SPEED: AS FAST AS J-LEAGUE, IF NOT FASTER!

Start playing *ISS 64* with a group of mates while waiting for an international match on Sky Sports, and you'll probably miss the real game's kick-off!

If you have any interest at all in football and you own an N64, you really must have this game. If you made the mistake of buying *FIFA 64*, weep for a bit, then flog it off to your local second-hand games store and put the money towards *ISS 64* instead. *International Superstar Soccer 64* is the best football game ever, and that's all that needs to be said!

R04

he superbly responsive control method

fait with their functions – after that, you'll soon get the hang of the many, many tricks you can use to put the ball in the back of the old onion bag.

WORLD IN MOTION

ISS 64 is good fun to play against the computer, although eventually you'll rumble its strategies and be able to beat it most – but by no means all – of

2nd opinion

THE MID-FIELD ACTION IS WHAT SETS *ISS 64* ABOVE EVERY OTHER FOOTBALL GAME. COMPLEX TACKLING AND PASSING MANOEUVRES ARE MADE SIMPLE BY THE FABULOUS ANALOGUE CONTROL SYSTEM. THE ONLY FAULT IS A LACK OF REAL PLAYERS AND TEAMS, AND A VAST NUMBER OF 'DEAD CERT' GOALS. IT'S STILL THE BEST FOOTY GAME EVER THOUGH! **DAMIAN BUTT**



THE TANGO-COLOURED DUTCH TEAM TRY TO MAKE UP THEIR EARLIER LOST GOAL.

64

UK UPDATE

magazine

Keys

Alternatives

FIFA 64: EA Sports, £59.99
Reviewed: Issue 2, 29%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

91%

Summing up:
OTHER FOOTY GAMES, COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH!

KILLER INSTINCT GO

Have Nintendo **MISSED** a golden opportunity with their first 15 **CERTIFICATE** game?

Ninfo	Players	64 M	YES	Publisher:	Nintendo	Game Type:	Beat-'em-up	Release Date:	July 4
				Developer:	Rare	First Reviewed:	Issue 1, USA	Price:	£54.99



AS CHARACTERS ARE KNOCKED FLYING, THE BACKGROUND ZOOMS OUT AND ROTATES TO FOLLOW THEM.



THE TRAINING MODE IS EXCELLENT FOR PRACTISING THOSE TRICKY COMBOS.



CONSIDERING THE AMAZING power of those little silicon squares crammed into the N64, it's pretty surprising – even depressing – that Nintendo's machine has yet to produce even one world class beat-'em-up. On import, *War Gods* (reviewed this issue) is as lacklustre as a pearl dipped in battery acid, and *Mortal Kombat Trilogy* is so far past its sell-by date even the old folk rummaging in the bargain bins are turned off by the smell.

Killer Instinct Gold, the N64's first official PAL beat-'em-up, is the best of a pretty limited selection so far. It's an odd combination of a 2-D (*Mortal Kombat*, *Street Fighter*) and a 3-D (*Tekken*, *Virtua Fighter*) fighter, in that the backgrounds are all created from nicely-detailed polygons, allowing the

Memory Options

MEMORY:

SAVES SETTINGS AND HI-SCORES

CONTROLLER PAK:

SAVES TOURNAMENT RECORDS AND MORE SCORES.



Basic Instincts

SO, WHO ARE THESE PEOPLE? HERE'S 64 MAGAZINE'S AT-A-GLANCE GUIDE TO THE RENDERED RUMBLERS.



FULGORE

OCCUPATION: CYBORG
STAGE: MAD SCIENTIST'S LAB
INTERESTING FACT:

BLOODY HUGE ARM SPIKES PROBABLY EXPLAIN HIS LACK OF GENITALIA



GLACIUS

OCCUPATION: COOL DUDE
STAGE: ARCTIC WASTES
INTERESTING FACT:

ACTED AS STUNT DOUBLE FOR SNOWMAN IN RAYMOND BRIGGS CARTOON

JAGO

OCCUPATION: NINJA
STAGE: ROPE BRIDGE OVER CANYON
INTERESTING FACT:

ESCHEWS TRADITIONAL BLACK NINJA GEAR FOR STEALTH-FREE DAY-GLO OUTFITS



KIM WU

OCCUPATION: 'GUARDIAN OF HER PEOPLE'
STAGE: CHINESE TEMPLE
INTERESTING FACT:

NOT INSPIRED BY *STREET FIGHTER II*'S CHUN LI, HONEST



MAYA

OCCUPATION: AMAZONIAN QUEEN
STAGE: MAYAN TEMPLE
INTERESTING FACT:

TOOK A CHANGE OF JOB AFTER CANCELLATION OF *SPACE: 1999*



ORCHID

OCCUPATION: AEROBICS INSTRUCTOR
STAGE: NCP CAR PARK ROOF
INTERESTING FACT:

SO WELL RENDERED YOU CAN SEE SHE MUST USE IMMAC ALL OVER



SABREWULF

OCCUPATION: LYCANTHROPE
STAGE: CASTLE
INTERESTING FACT:

NAMED AFTER ZX SPECTRUM GAME FROM COMPANY THAT BECAME RARE



Plays like a

SPINAL

OCCUPATION: SLIMMING ADVERT MODEL
STAGE: PIRATE GALLEON
INTERESTING FACT: DEAD



TJ COMBO

OCCUPATION: MIKE TYSON'S STUNT DOUBLE
STAGE: BACK ALLEY
INTERESTING FACT: SHORT IN THE OCULAR DEPARTMENT TO THE TUNE OF ONE



TUSK

OCCUPATION: NEW AGE WASTER
STAGE: STONEHENGE
INTERESTING FACT: NAMED AFTER



FLEETWOOD MAC SONG



PARTICULARLY VIOLENT COMBOS ARE REWARDED WITH A BRUTALITY BONUS. EVEN BETTER THAN A BRUCIE BONUS!

camera to move to various positions in each arena, but the combatants themselves are flat sprites overlaid onto the scene. Actually, 'flat' is a bit unfair – each of the ten standard fighters (plus the now traditional hidden bod) was animated in high resolution on a computer, giving them so much detail that they ironically look more realistic than the digitised actors in *Mortal Kombat*!

BUSTY BATTLERS

KI Gold is an upgrade of the *Killer Instinct* arcade machine, dumping a few of the duller characters in favour of even more guys with biceps bigger than their heads and girls with breasts bigger than the guys' biceps, and giving everything an impressive graphical overhaul. Useful additions are things like the training modes, where you can practice those tricky special moves to your heart's content without worrying that some spotty 13 year old is going to put 20p in the slot and thrash you mercilessly.

Killer Instinct's main gameplay feature was that it took the trend for 'combos' – stringing moves together for maximum damage – to ludicrous new extremes, experienced players practically being able to juggle opponents around the arena before they could get in a punch. This, along with the insane pace of the game, means it plays like a Jackie

Chan movie on speed!



BOOF! EAT MY THIGH BOOTS! ORCHID DELIVERS THE LAST PART OF A TEN HIT COMBO TO THE UNLUCKY GLACIUS. 70-HIT OR MORE COMBOS ARE POSSIBLE FOR EXPERIENCED PLAYERS.

Killer Instinct Gold

PAL Performance

● HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?
BORDERS: SMALL
SPEED: ONLY SLIGHTLY DOWN ON NTSC – BUT THE GAME'S SO FAST YOU WON'T NOTICE ANYWAY!



MAYA MIGHT BE SMALL, BUT SHE'S GOT A KICK LIKE A STEROIDAL MULE IN STEEL-TIPPED Docs!

Chan movie on speed, and that side of things is perfectly reproduced on the N64 with *KI Gold*. Unlike the sluggish *War Gods*, there's never a feeling that you're waiting for your character to grind his or her way through some laborious animation – every punch is thrown right when you demand it.

The problems with *KI Gold* stem not from the N64 game itself, but the limitations of the original. It doesn't have the bone-crunching feel of impact in something like the *Street Fighter* series, still the benchmark for 2-D beat-'em-ups, and the high quality of the 3-D backgrounds only makes you miss the freedom of movement available in the *Virtua Fighters*/*Tekens*/*Toshindens* of this world all the more. *KI Gold* is, in essence, a very accurate conversion of a not-bad arcade game. While it may fall short of what's available on other consoles, it is still the best fighter on the N64, and likely to remain so for quite a while. R64

2nd opinion

IF YOU WANT LUDICROUSLY FAST FIGHTING ACTION, *KILLER INSTINCT GOLD* SHOULD KEEP YOU HAPPY FOR NOW. THE ONLY QUESTION IS WHETHER YOU'LL HAVE THE PATIENCE TO WORK YOUR WAY UP TO THOSE 77-HIT COMBOS. UNLESS *DARK RIFT* TURNS OUT TO BE AWESOME, *KI GOLD* WILL PROBABLY BE THE BEST N64 FIGHTER FOR A WHILE, THOUGH. **Loz Cooper**



Keys



Alternatives

Mortal Kombat Trilogy: GT Interactive
Reviewed: Issue 2, 62%
War Gods: Midway (import)
Reviewed: Issue 3, 59%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

75 %

Summing up:

IF YOU WANT AN N64 BEAT-'EM-UP, THIS IS THE ONLY ONE YOU SHOULD CONSIDER – FOR NOW.

Ninfo



Publisher:
Developer:

GT Interactive
Midway

Game Type:
First Reviewed:

Beat-'em-up
Issue 2 (USA)

Release Date:
Price:

Out Now
£59.99

MORTAL KO

ANY TIME A NEW GAMES machine appears on the market, you can pretty much guarantee that a version of a *Mortal Kombat* game for it will be following along soon afterwards. The game that upset parents, outraged politicians and amused anyone who gets a laugh out of gruesomely inventive deaths for bad guys in films obviously has more legs than the population of China

Memory Options



MEMORY:
NONE
CONTROLLER PAK:
NONE

doing the conga. The problem is, those legs are also starting get a bit arthritic and varicose veiny with age. Is such a creaking, dated old game really what N64 players want from their sleek new console?



WHEN THE 'AGGRESSOR' BAR IS FULLY CHARGED, YOU GET THIS 'TEN PINTS O' SNAKEBITE' EFFECT.

No. No, no, no, no, no, no, no and no again for luck. Despite combining all three previous *Mortal Kombat* games together in one bloody package, *Mortal Kombat Trilogy* is a dead loss because to be honest, the



THE TOASTY GONK, GATEWAY TO SECRET LEVELS, SHOVS HIS UGLY MUG INTO MK TRILOGY AS WELL.

games within it are well out of date. *MK2* – the best of the series to play – was great in its time, but was always second best to the *Street Fighter* games, and things have moved on a long way since then.

KETCHUP

The few points in *MK Trilogy*'s favour are that it accurately reproduces the original arcade games, and that it has more characters to get to grips with than anybody could reasonably demand. Mind you, the original *Mortal Kombat* arcade game was a duffer, and who can be bothered to learn every single move for every single character in a fighting game? Most of them fight in the same way, and be honest, people only ever use the Ryu-style karate expert, the cool dude and the fast-moving babe with the impressive measurements. (Well, they're the ones I always use, anyway.) Nobody ever plays as the fat bloke. *MK Trilogy* suffers particularly badly from this cloned character

Death By Stereo (Almost)

THE *MORTAL KOMBAT* GAMES MADE THEIR REPUTATION ON THE 'FATALITIES', GORY DEATHS FOR THE LOSER OF EACH BOUT. *MORTAL KOMBAT TRILOGY* OFFERS VARIOUS TYPES.

FATALITY

YOUR BASIC DEMISE. EACH CHARACTER HAS AT LEAST TWO.



BABALITY

REDUCE YOUR ADVERSARY TO A WET-NAPPED INFANT.



FRIENDSHIP

IF YOU'VE SEEN ENOUGH BLOOD, PUT ON A JOLLY LITTLE SHOW INSTEAD.



ANIMALITY

TURN YOURSELF INTO A RAGING BEAST AND RIP THE LOSER TO PIECES!



PIT FATALITY

CERTAIN LEVELS LET YOU KNOCK OPPONENTS OFF CLIFFS OR ONTO SPIKES.



BRUTALITY

FOR THE REALLY AGGRESSIVE, MASH YOUR ENEMY INTO A BLOODY PULP!



KHAMELEON IS ONE OF THE HIDDEN CHARACTERS, BUT IN A TOTAL CON HE JUST ADOPTS THE FORM OF OTHER FIGHTERS.

PAL Performance

● HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?
BORDERS: MODERATE
SPEED: SLIGHT DROP OVER NTSC VERSION, BUT NOT MUCH

Mortal Kombat Trilogy

Three times the **BLOOD**,
three times the **BOREDOM!**

MBAT TRILOGY

syndrome because several of the original fighters were just the same guys with different coloured tunics – step forward Scorpion, Sub-Zero, Reptile, Smoke, Noob Saibot, Rain...

Because of the nature of the conversion, the whole look of *MK Trilogy* is very 16-bit – it's not really any better to look at than, say, the Super NES version of *MK2*, and is if anything slightly less crisp than its PlayStation equivalent.

SPLATTER

The way the game plays hasn't changed either; the same annoying 'tap different directions on the joystick' routine is still used to activate special attacks, long after every other game realised that rolls and sweeps over the pad are both easier and less frustrating. Midway (creators of



PLENTY OF FIGHTERS TO CHOOSE FROM, BUT MOST OF THEM FIGHT THE SAME WAY.

Mortal Kombat) obviously haven't learned their lesson as they still use the same technique in *War Gods*, reviewed this issue. Since *War Gods* was intended as a dry run for the kind of gameplay expected in *Mortal Kombat 4*, they obviously intend to squeeze every last drop of blood from the life-support bound *MK* name.



KUNG LAO DEMONSTRATES WHAT HAPPENS IF YOU WATCH TOO MANY BOND FILMS.



I'LL THANK YOU TO TAKE YOUR GLOWING GREEN BALLS SOMEWHERE ELSE!

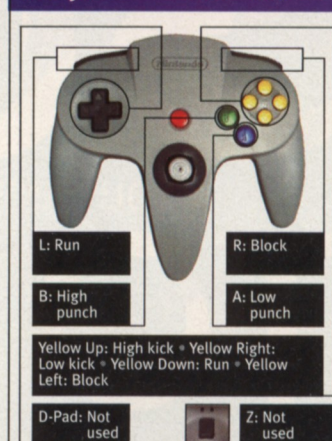
Mortal Kombat Trilogy is genuinely unworthy of the N64, as it is just incredibly dated and lacking in the kind of gloss and attention to detail that modern gamers have come to expect. It's shovelware, plain and simple; a 'name' title released just to make up the numbers and hopefully bring in a few bucks from the die-hard fans before anybody notices how lacklustre it is. Nintendo's own *Killer Instinct Gold* is a far better example of the 2-D beat-'em-up, as it at least makes some use of the hardware and actually looks like it might come from a 64-bit machine. This dead horse hasn't just been flogged, it's been ground into dogfood and had its bones boiled up as glue. Yeuch! **R64**

2nd opinion

YES, IT'S TRUE – *MORTAL KOMBAT*, A GAME ONCE CONSIDERED RADICAL AND DARING, IS NOW ABOUT AS UP-TO-DATE AS YOUR GRANDAD IN A BASEBALL CAP. COMPARED TO EVEN A FAIRLY AVERAGE MODERN BEAT-'EM-UP LIKE *KI GOLD*, THIS IS SO SIMPLISTIC IT ALMOST HURTS. HOLD ONTO YOUR CASH – BETTER GAMES WILL BE ALONG SOON.
ANDY McDERMOTT



CHEAT! YOU'RE CALLING UPON THE POWERS OF THE HEAVENS, AND ALL I'VE GOT IS THIS LOUSY POINT'ED STICK!



Alternatives

Killer Instinct Gold: Nintendo (£54.99)
Reviewed: Issue 1, 75%
War Gods: Midway (import)
Reviewed: Issue 3, 59%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

62 %

Summing up:

VERY, VERY DATED AND NOT MUCH FUN ANY MORE. LOOK ELSEWHERE FOR FIGHTING FUN.

45

S⁶⁴ Subscribe

46

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Mario Kart 64
Killer Instinct Gold
Mortal Kombat Trilogy
The Glory Of St Andrews
and, er, Doraemon...

War Gods
The N64's first 3-D fighter, knocked out in round one?

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Over 25 pages of tips for Mario 64, Blast Corps and Shadows!

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64 magazine Volume 3 1997

64 CHEAT CENTRAL

magazine

WELL, YOU'VE FOUND 64 MAGAZINE'S CHEAT CENTRAL. WE WERE GOING TO RENAME THIS BIT 64 PLAY (OH-HO!), BUT SOME SOD ON ANOTHER MAGAZINE BEAT US TO IT, SO CHEAT CENTRAL IT REMAINS!

WHATEVER THE NAME, IN HERE YOU'LL FIND BOTH THE LATEST CHEATS AND CODES, AND ALSO THE MOST COMPLETE SOLUTIONS TO THE BIGGEST GAMES YOU'LL SEE ANYWHERE.

50 SHADOWS OF THE EMPIRE

The second part of our full solution to LucasArts' Jedi jamboree will show you the locations of all those tricky Challenge Points, as well as giving you all the information you need to really ruin Darth's day!

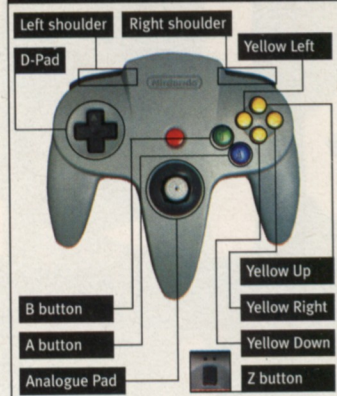
56 BLAST CORPS

Cause ultra large scale destruction, and get praised for doing it! There's a nuclear warhead on the loose, and it's up to you to make sure it doesn't hit anything and explode. Keep CND happy with the help of our full solution!

66 SUPER MARIO 64

And still those levels come! In the penultimate part of our complete guide to Nintendo's platform paradigm, we show you how to collect all those vital stars from Courses 7 to 11. Final part next month!

Pad at a glance

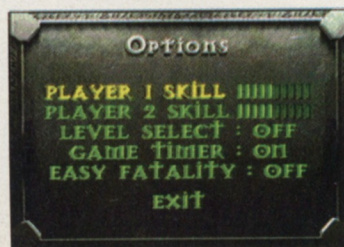


● FOR FASTER RELIEF OF YOUR GAMING PAINS, TAKE THESE TWO PAGES AND TRY AGAIN. WE AIM TO INCLUDE AS MANY CHEATS AND CODES AS WE CAN FIND FOR EVERY GAME, SO THAT UNPLEASANT GRITTY FEELING BEHIND YOUR EYES SHOULD SOON FADE AWAY AND BE REPLACED BY A STATE OF EUPHORIA. NO, NO NEED TO THANK US - IT'S ALL PART OF THE SERVICE!

WAR GODS (US)

ACCESS CHEAT MENU

Want a whole host of extra options on Midway's new beat-'em-up? When you're on the initial *War Gods* title screen, before the game options



appear, just press D-Pad right three times, B, B, A, A. If you've got it right, a voice will boom out to inform you of your success.

EASY FATALITIES

Once the cheat mode is active, to make killing a whole lot easier press A, B and the Top and Right C buttons simultaneously after defeating your adversary.

PLAY AS EXOR

On the character selection screen, push L, D, D, R, L, U, L, U, R, D on either the D-pad or the analogue stick, then select any character. You will play the round as Exor.

PLAY AS GROX

On the character selection screen, push D, R, L, L, U, D, R, U, L, L on either the D-pad or the analogue stick, then select any character. You will play the round as Grox.

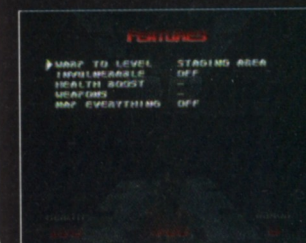
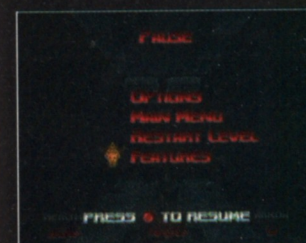


DOOM 64 (US)

ULTIMATE CHEAT CODE

?TJL BDFW BFGV JVVB

Enter this code and start the game, then pause to see a 'Features' option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and even make yourself invincible!



TUROK: DINOSAUR HUNTER

The 'full cheats list' last issue wasn't quite as full as it could have been! Here are a few more codes, of varying degrees of usefulness, that didn't make it into issue 2. Input them on the 'Enter Cheats' screen and see what you get...

QUACK MODE CLLHTNMTN

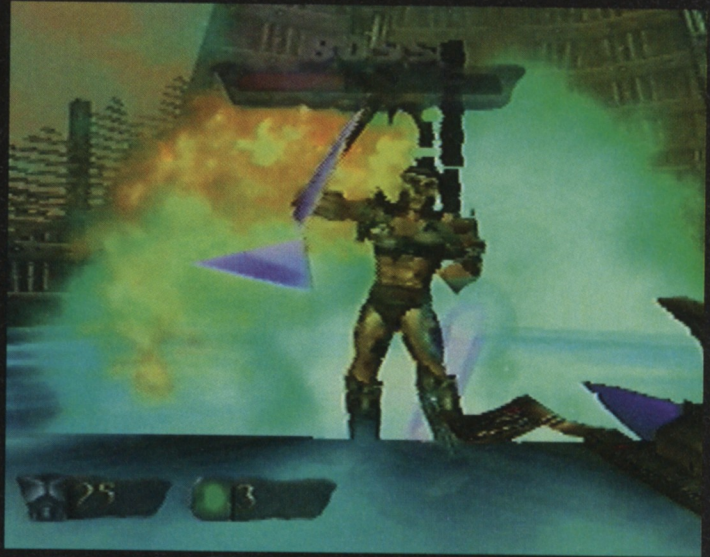
A piss-take of *Quake* with bad animation and grotty textures.

SHOW ENEMIES NSTHMNDNT

When you call up the map, enemies are shown by red arrows.

PURTY COLOURS LLTHCLRSFTHRNB

Changes the colour palette to that of a bad acid trip.



ABSO-BLOODY-LUTELY EVERYTHING NTHGTHDGGDCRTDTRK

Weapons, invincibility, level warps, infinite ammo, big heads, the lot!

VIEW ENDING

Enter the above code, turn on the invincibility option (always handy) and warp to the Campaigner. Sort him out and the ending is yours for the watching, for as long as it lasts (not long).



CRUIS'N USA (US)

SECRET VEHICLES

If you're fed up with this game (and who could blame you?), holding down the Top, Left and Bottom C (yellow) buttons on the controller while you are on the vehicle select screen will allow you to access the police car, Jeep and school bus. It's not much, but it might let you eke a little more value from this hideous game.

BLAST CORPS (US)

DEADLY DOORS!

Can't be bothered to mess about with all that tedious precision destruction? This cheat will help you out no end. Just drive your vehicle right alongside a building and use the Z button. Normally this would make your driver get out, but if the door is blocked he'll just shout at you. Keep holding the Z button, and a few moments later the obstruction will magically explode!

KILLER INSTINCT GOLD

PLAY ON SKY LEVEL

If you want to do a Douglas Bader (reach for the sky, that is, not wander around on tin legs), go to the character select screen in two player mode – you must have two joypads connected. Push down on the analogue stick and press Yellow Down simultaneously on both joypads. This will let you play on a level high above the clouds.



MORTAL KOMBAT

TRILOGY TOASTY TOPPER

Want to fight against the elusive Kameleon? No problem, mon! On the Star Bridge stage, when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty!", just press Down and Start before he vanishes from whence he came. You'll then have



the opportunity to battle our poorly-spelt chum.



SHADOWS OF

Last month, we took you through the first half of this fantastic *Star Wars* licence, including the mammoth Gall Spaceport. This month, we reveal the locations of the final challenge points.

part
2

50 Mos Eisley & Beggar's Canyon

(12 CHALLENGE POINTS)
Dash's rescue attempt of Han Solo has failed, with Fett escaping into the underbelly of the Imperial base. Princess Leia has sent him an urgent message to protect Luke Skywalker from an assassination attempt ordered by the underworld lord, Jabba The Hutt, whose spies have identified Skywalker hiding out at Ben Kenobi's home. Arriving on Tatooine, Dash identifies a gang of swoop bike-riding mercenaries heading out of Mos Eisley, and gives chase on his own speeder...

Although this section of the game is relatively disappointing, it's still tricky, especially as it's so difficult to weave your way through the narrow streets of Tatooine.

It's important to remember that your swoop bike is significantly faster and stronger than the gang members' bikes, and it's not necessary to use the

top speed available except for jumps when collecting the challenge points. Choose the first person view, use the airfoils to steer accurately, and pace yourself just slightly faster than the bikes you're chasing, using the shoulder buttons to barge them into walls or buildings when you draw level. On the easiest skill level, enemy swoops explode with a slight nudge, but later levels feature surprisingly hardy bikers, who'll need plenty of persuasion to bite the dust.

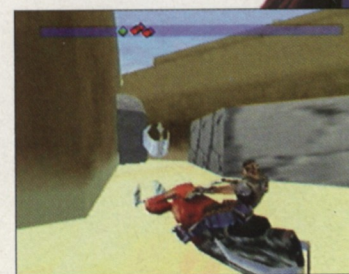
Finding the challenge points is also very tricky, as they're tucked down secluded streets and on top of ledges – quite invisible unless you know where you're going – but luckily, you can race ahead and dispatch all the gang members first, before returning to collect the challenge points in your own time. Be sure not to accelerate past the first swoop, as he'll drive faster to catch you up, and set the new race pace for the rest of the riders.

CHALLENGE POINT 01
From the start of the level, drive through the tunnel, turn right then left, and take the first speed ramp at maximum speed, veering right. Pull your nose up as you hit the ramp and you'll land on top of a ledge, where you'll find challenge point one. If you accelerate directly across the street from here, you'll be able to scoop up a useful extra life from the opposite ledge.

CHALLENGE POINT 02
Keep riding straight on past the first ramp and you'll come to a courtyard, with a crashed spaceship sticking out of the ground. Ride around the ship's right side to pick up challenge point two.

CHALLENGE POINT 03
On the main road again, you'll come to another speed ramp. Hit it at full speed to collect challenge point three in mid-air.

CHALLENGE POINT 07
Go back to the main road and through the tunnel. At its exit, turn left, and keep going until you've passed two archways. When you see lots of scaffolding, turn left into a little alley and you'll find challenge point seven.



CHALLENGE POINT 08
Get back on the main road and get to the clearing where an Imperial shuttle blasts off. Continue on the left side, then turn left, and explore the alleyway alongside another huge brown building, where you'll find challenge point eight.

CHALLENGE POINT 09
Continue through the city until you reach the desert. Brake and turn around 180°. Explore the alley on the right to find challenge point nine, shaped like a bunny's head (in homage to LucasArt's old PC game *Sam & Max*).



NUDGE THE OTHER BIKERS INTO THE WALLS FOR A SATISFYING EXPLOSION.



CHALLENGE POINT 04



Turn around and take the speed ramp again, to jump onto the ledge above and to the right, to collect challenge point four.

CHALLENGE POINTS 05-06
Back on the main road, you'll approach a tunnel, with an alley leading off to the right. This alley leads around an enormous, dark brown building, and you'll find two challenge points around both side of it.



Shadows Of The Empire

THE EMPIRE

Imperial Freighter Suprosa

CHALLENGE POINT 10

Keep riding across the desert. Above the centre of the first Sarlacc pit you'll find challenge point ten. You'll have to get quite a run up and pull back on the analogue stick to jump high enough to get it, and be careful not to fall inside the mouth itself. (A *Star Wars* fan would know how many years you'd be digesting in the belly of a Sarlacc.)

CHALLENGE POINT 11

Continue on through the desert, and challenge point eleven is situated over another Sarlacc pit. Repeat the process used for challenge point ten.



CHALLENGE POINT 12

Speed through Beggar's Canyon. Ride under the first stone bridge onto the second, where you'll see challenge point twelve at the top of the bridge, in the centre. Turn and take the sloping ridge up the right side of the canyon and then slowly nudge your swoop along the top of the bridge to collect the final challenge point.



(10 CHALLENGE POINTS)

In yet another high-risk mission ordered by Leia, Dash has been appointed to recover the co-ordinates of the Emperor's new Death Star from the Imperial freighter *Suprosa*. Once again, Dash is on a one man crusade to battle through a legion of stormtroopers and locate the ship's computer, which contains the information vital to the Rebellion's second strike on the Empire.

This level is a perfect homage to the opening of *Star Wars* itself, with the narrow corridors of the *Suprosa* packed with stormtroopers and sentry droids, providing a perfect, albeit brief, action-packed level. Strategy-wise, seekers are again pretty redundant here.

Stormtroopers tend to use alcoves as shelter, or skulk in small anterooms, so your blaster or pulse gun are best, with the pulse particularly good for immobilising groups of soldiers by sweeping an arc of energy bolts across them.

There's not much in the way of power-ups on this level, but equally, there are no really tricky challenge points and the final boss, the Loader Droid, is relatively easy. Getting off this ship cleanly (and retaining all your lives for later levels) should be your primary objective here.

CHALLENGE POINT 01

Open the door and take out the first couple of stormtroopers hanging around in the corridor. Challenge point one is on your left.



CHALLENGE POINT 02

Follow the main corridor, with windows running along the sides, and through the room packed with computer banks, taking out the gun installations and stormtroopers. Through this room there's a corridor lined with four tiny rooms – and stormtroopers lurking all over the place. Each room has a secret locker (rooms on the left side, in the far right corner), each one containing a power-up or health pack (except the last hatch on the right which contains an interrogator droid). Once you've cleared out the hallway and taken out the tripod gun, you'll find challenge point two behind the wreckage of the gun.

CHALLENGE POINT 03

Take the elevator to the large, stormtrooper-packed crew pit and clean out the whole area. Flip the switch that opens the door down the sloping ramp, and go through. Blast all the wall mounted guns and rush through the sliding doors until you come to the V-shaped door. Open it, then take out all the droids and troopers hidden in the alcoves on the left and right. Go through and press the two switches to open the next large blast door. When the blast door is open, you'll see two spinning turbines which you should run through at top speed, trying to 'chase' the nearest set of flaps without getting caught by the rear ones. There are two sets of two turbines to get through, but you can pause halfway through if your nerves are failing.

When you're through them all, shoot any stormtroopers that may be lurking and turn around 180°. The nearest turbine on your right hides challenge point three, so you've no choice but to run in for it and take as little damage as possible.

CHALLENGE POINT 04

Move right and rush through another set of the annoying turbine doors. You'll see challenge point four on top of a wall of computers on your right



which you can reach by climbing the adjacent stairs and carefully jumping to it. Be wary of falling over the wall to the right, or you'll have to rush the turbines again.

CHALLENGE POINT 05

Take the lift which leads up to the engine room (which is rather primitive looking for a spaceship!). There are two sets of revolving discs which you must ride (jumping and ducking the struts along the top) to get to the far side. Negotiating the discs is tricky enough, but shooting the droids as well can lead to disaster, so select your seekers before you jump on and fire a couple. Leading off the first disc, there's an 'arm' strut sticking out of the wall, on top of which is challenge point five.



CHALLENGE POINT 06

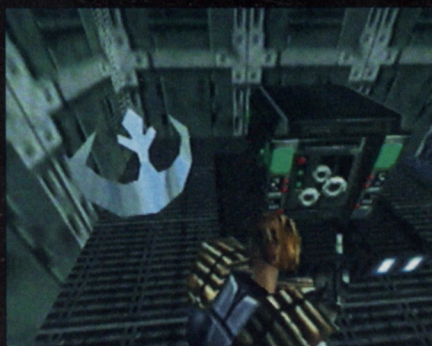
Turn right whilst stood on this arm, and you'll see another challenge point several meters away. Jump back on the first disc and ride it around to get on the second disc, and the corresponding strut that contains challenge point six.

CHALLENGE POINTS 07-08

Jump off this arm onto the second spinning disc, and ride around on it until it passes the catwalk with a lift.

Ride the lift up and fight your way through a series of corridors and another engine room, until you find yourself in a cargo room (with plenty of crates in the far right corner).

There are two sets of switches on opposite sides of this room. The bank of two switches next to the door open the huge cargo doors on your right (standing by the entrance, looking in), the bank of three on the far wall open the doors on the left. By juggling these switches corresponding to their doors, you can locate challenge point seven (far left, second floor up looking from entrance door) and challenge point eight (right, nearest door, second floor), which is next to some disruptor ammo.



SUPROSA END LEVEL BOSS - LOADER DROID

The loader droid is surprisingly easy to defeat after the escalation of difficulty from IG-88 to Boba Fett. Its guns are fairly ineffectual, and its main method of attack is extending its arms out to punch you. On easy mode, you can pretty much run up to it and slam it with seekers, but for higher skill settings just circling it from afar, weakening it with your pulse gun, should finish it off with minimal damage to yourself. Its most vulnerable points are its head and back, and if it should trap itself in a corner, just switch to strafing it across the width of the hanger, or rush in and out of range to lure it back into movement. Whatever strategy you favour, as long as you keep moving and stay out of range of its arms, the Loader Droid should prove no problem.



THE ONLY LOADING THIS DROID WILL BE DOING IS INTO ITS OWN COFFIN. HAH!

CHALLENGE POINT 09

By looking at the two screen shots (Fig 1,2) you can see the combination required to get access all the way up to the top of the cargo room. Shoot all the crates first to ransack their power-ups, then climb up to the top floor. There are three small doors each leading to dead-end rooms. The middle room contains a legion of stormtroopers and challenge point nine.

CHALLENGE POINT 10

With all three rooms cleaned out, you can take the ramp from the top floor that leads to the control room (facing the hangar). A lift takes you down to face the Loader Droid (see box-out) and once it's killed, the super computer containing the Death Star co-ordinates will be visible from behind the blast doors. Search behind the computer to collect challenge point ten. With your mission objective fulfilled, take the lift back up to the control room and log on to the front console to open the hangar doors. Stay put, and the Outrider will ease into view with Leebo at the controls, to escort you out of the Imperial freighter.



Sewers Of Imperial City

(9 CHALLENGE POINTS)

Princess Leia has been kidnapped by the crime lord Xizor, and yet again, it's up to Dash to save the day, by finding a route through the sewers beneath the Imperial city and break into Xizor's palace...

The city sewers offer a comparatively small adventure, with co-ordination in the labyrinth of tunnels and cesspools paramount to success. The sewers are riddled with Coruscant guards and IG drones, which appear from the fog around every corner. The maze is very much three dimensional, in that tunnels lead you to explore up and down as much as horizontally, and the skilful use of your jetpack is essential, as well as using the Z-button to aim up and down to target lurking soldiers.

Oxygen is limited, and you must learn the geography of the underwater labyrinths to ensure you don't become lost without any route to air.

CHALLENGE POINT 01

Use your jetpack to hover down the first cylindrical shaft, using seekers or blasters to knock out the sharp-shooting Coruscant guards. Run and shoot your way through the tunnels, remembering to shoot early when you spot an enemy, as not only are the



Coruscant guards better shots than stormtroopers, you also have nowhere to hide in the narrow tunnels.

You'll come to a slow moving blade, swinging across the entire length of the tunnel, and the overhead view is best to negotiate this hazard. Destroy the guns and soldiers beyond this, and just before a second blade, you'll see an alcove on the left. This is a secret door, and behind it you'll find a soldier and challenge point one.

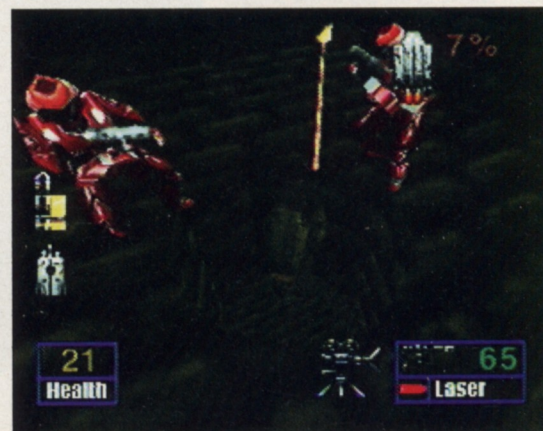
CHALLENGE POINT 02



Move through the second blade, and you'll arrive in a massive waste room, with pipes sticking out of the left and right walls. There are three dia-nogas swimming in the water, but don't dive down for them yet. Instead, wait around the entrance and shoot the surface to wound or kill any exploring beasts. Then take the plunge and find a corner underwater, so your back's covered, and blast the final monsters as they come looking for you. When they're all dead, search beneath the nearest column on the right to the entrance to find challenge point two.

CHALLENGE POINT 03

Fly up to the pipe on the far right and cut your jetpack to explore on foot. Keep moving until you reach an enormous shaft (with seeker droids darting around) and drop down into the water. There are two switches on



Shadows Of The Empire

the wall, and if you flip both of them, a small alcove will open exposing challenge point three and an extra life.

CHALLENGE POINT 04

Jetpack out of the water and explore the height of the pipe, collecting power-ups, until you reach another pipe you can exit through. Walk through, and along another corridor into a maze of pipes and platforms patrolled by robots. Jetpack up right to the ceiling and take the tunnel opening to challenge point four.

CHALLENGE POINT 05

Exit back through the tunnel and take the first doorway down which leads to another tunnel and another shaft, again packed with drones which must be blasted quickly. Gently jet down to the bottom of this shaft and go through the short tunnel with a grate at the end to find challenge point five.

CHALLENGE POINT 06

Jet back up to the top of the shaft, blasting any droids and drones you missed, and take the tunnel (patrolled by Coruscant guards) until you reach another shaft. Clean out any baddies before going to the bottom and taking the tunnel that leads through to the security key you need to move into the next section. Along this tunnel, you'll have noticed a closed iron grate on the left wall. Going back with the key, you'll see this gate has now swung open, and lets you back into the large waste room where you killed the dia-nogas.

Jetpack over to the large platform on the far side, and activate the switch with your security key. Go through the door, drop into the water and search in the alcove on the left for challenge point six.



CHALLENGE POINT 07

Surface for air, then drop down into the water on the opposite side of the challenge point (against the wall with the security door) and you'll find that there's now an underwater route to the next section of the sewers. Outrun or blast another dia-noga if

you see it, but keep moving as oxygen is short.

You'll surface in a filtration shaft, with a huge semi-submerged arm spinning slowly around the room. Avoid this shaft, as it damages you, and quickly jet up to shoot the Coruscant guards running around the perimeter. Above the spinning arm you'll find challenge point seven.

CHALLENGE POINT 08



You'll find a door along the perimeter of the filtration room which leads you to another tall shaft. In the shallow water the shaft stretches up from, you'll find challenge point eight and some disruptors.

CHALLENGE POINT 09

Activate the two switches mounted in the shaft wall, which will open another small alcove where you'll find the force-field deactivator. Fly up to the very top of the shaft, and enter the tunnel.

In this spinning tunnel, there's a switch visible through a hole on the left, and Coruscant guards shooting through another hole on the right. Take out the guards first, then activate the switch by shooting it when it comes into view, and move through to the force-field corridor.

There is a series of pink force fields, with Coruscant guards hovering behind each, so as you turn off each energy wall have your pulse cannon ready, so you can sweep all of them to 'freeze' them and kill them all before they can get off a shot.

You then come into a corridor, with a blocked tunnel. There are two spinning wheels barring your way, but look up and you'll see two small holes in the ceiling, both of which contain a switch to operate each wheel. Coruscant guards are waiting in each hole, but instead of flying straight in and blasting, stay on the ground and crane to look up whilst shooting around each exit. The guards will peer over the edge to investigate (stupidly) and you should be able to fatally clip one or two, whereupon they'll fall to your feet.

With the wheels activated, switch to an overhead view to time your passage through the cogs. Once past the cogs, and just before the giant dianoga section of the sewers, you'll come into a small room, with a column running through the middle. Circle this column until you find a tiny opening which holds challenge point nine.

SEWERS END LEVEL BOSS - GIANT DIA-NOGA

The final barrier between you and Xizor's palace is a gigantic dia-noga (a relative of Star Wars' trash compactor monster), that possess such a mutated metabolism that it regenerates damaged tentacles instantly, and can only be destroyed by repeated shots to its eye, which it curls protectively by its cavernous mouth at the base of the pit. You can't fire the disruptors underwater, but if you lay a few over the surface, there's a good chance you'll inflict some damage.

The chief difficulty in successfully targeting the eye tentacle is that the water is pulling you down, and nudging the power on your jetpack whilst trying to get a good shot is tricky (and falling into the mouth of the creature proves



THE DIA-NOGA IS ONE OF THE TRICKIER BOSSES, BECAUSE IT IS HARD TO MAKE OUT IN THE GLOOM. YOU NEED TO TARGET ITS EYE TENTACLE TO KILL IT.



fatal). Bearing this in mind, the sweeping breadth of the pulse cannon makes it an ideal weapon, as even if you're not hitting the eye, you'll at least be hitting something. It's essential to keep an eye on your oxygen level, too, as in the confusion it's easy to drown!

One tip that makes progress easier is to turn the contrast on your TV up, to make the pink tentacles and dianoga mouth stand out more against the swirl of dark green filters that LucasArts have layered the game with. The actual process of killing the boss isn't too difficult, but it's easy to panic in the gloom, and waste your time taking out the regenerating tentacles without ever getting close to the centre of the beast. Consider this a level where losing a life or two against the boss should be accepted.

53

more

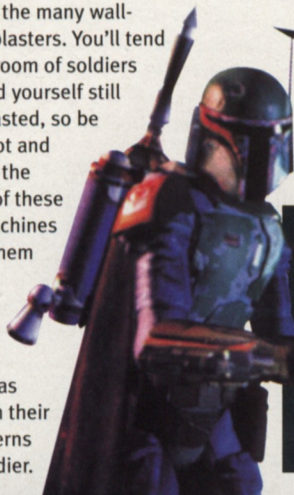
Xizor's Palace

(10 CHALLENGE POINTS)

Luke, Lando and Chewbacca are fighting their own war in the heart of Xizor's palace, in their search for Princess Leia. Dash, having broken from the sewers into another section of the palace, has been charged with planning their escape. The plan is simple. Activate a set of thermal detonators in the very core of the palace and then run for it. What could be easier?

Xizor's palace is light in puzzles and exploration, and heavy on combat. The Coruscant guards, who made such a dramatic appearance in the sewers, displaying their elite Imperial sharp-shooting skills, swarm through the gothic palace, and unlike stormtroopers can target you almost before you can see them, so this is a perfect time to make use of any seekers you've got left.

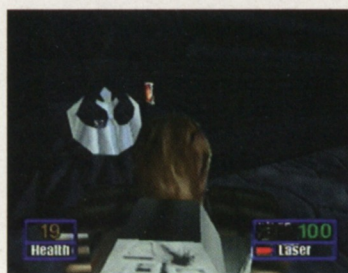
A major difficulty posed by this level is locating the many wall-mounted blasters. You'll tend to clear a room of soldiers only to find yourself still getting blasted, so be sure to spot and remember the locations of these hidden machines and take them out at the same time as everything else, as they're as accurate in their firing patterns as any soldier.



CHALLENGE POINT 01

Fight your way through the first set of hangars, using seekers and blasters to dispatch enemies as fast as possible.

When you arrive at a room packed with wall-mounted blasters and assassin droids, you'll find the door is time-activated by a switch on the upper ledges. Sneakily, challenge point one is in a secret room that only becomes visible when you activate the time lock door, so don't rush out, just turn round and get the challenge point before the door closes. Then activate the main door again and rush for the corridor, guns blasting.



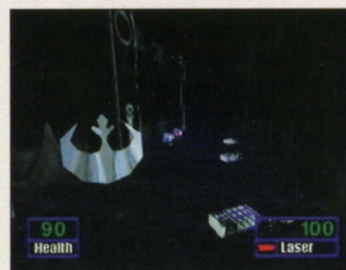
CHALLENGE POINT 02

Follow another spiral staircase, and when you come to the next lift, don't activate the first button. Instead, fly upwards to the next switch you find, and drop down to



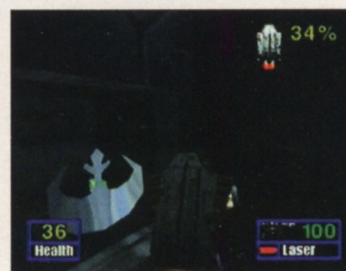
the bottom of the lift shaft, where another secret area will have opened up, with challenge point two, plus an extra life and some disruptor ammo.

CHALLENGE POINT 03



Activate your jetpack and fly up to the top of the lift shaft, and follow the corridor around until you come to a control panel which, when activated, makes the huge bridge you've already passed descend. Cross the bridge and run down the hallway until you find another lift. Take the lift to another control button, which activates the next bridge, then return to the hallway. There's a door leading out onto the second bridge. Jet off this bridge and explore the wall to the right of it. You'll find a rectangular window with a Coruscant guard protecting challenge point three, stunner ammo, cannon energy and some health.

CHALLENGE POINT 04



Get back on the bridge and cross it, entering the first lift you see as you move through the corridor. Hit the switch opposite the lift entrance, then go back into the lift shaft and turn on your jetpack. Fly up to the top of the shaft and you'll find challenge point four and more disruptor ammo.

CHALLENGE POINT 05

Gently descend with your jetpack to the floor, and follow the narrow, twisting corridor until you arrive at a hall with three cogs. Jump between the teeth of the first cog, blasting the assassin droids, then gently descend between the slow moving teeth of the second. You'll find challenge point five and some health at the bottom.

CHALLENGE POINT 06

Behind challenge point five, there's another sneaky secret door, which leads through to a tiny tunnel. Follow this to the end to find challenge point six.

CHALLENGE POINT 07

Fly back up to the hallway where you came in, carefully judging the upward speed of the second cog so you don't get trapped between the teeth. Run on and you'll see more cogs spinning on your right, patrolled by Coruscant guards. Take them out, then carefully jet down to another platform (littered with bodies by now) to collect challenge point seven and some more health.

CHALLENGE POINT 08

Return up to the catwalk and leave the room through the top left exit. Use your seekers to take out the soldiers prowling the many catwalks, and take your time finding and switching on the three bomb switches along the length of the central shaft. Now jet down to the bottom, then look up to see a niche in the central shaft with challenge point eight and some more ammo inside it. By now, you should have got the message that the end level boss coming up is going to be tough...

CHALLENGE POINT 09

Circle around the lowest platforms (below one of the bomb switches) activating any door-shaped panels. Eventually, you'll find the secret room that holds challenge point nine.

CHALLENGE POINT 10

With the bombs activated, a door will have opened on the level above you, and through this you'll find another short corridor. At the end it opens out into a large room with a catwalk on the far left, patrolled by guards. Hide by the entrance and use seekers to take out anyone on the bridge, then fly over to the catwalk. Ahead is the entrance to the Gladiator Droid's domain, but turn around and you'll see a hidden door. Open this to find the final challenge point and some ammo to help against your final foe...



Shadows Of The Empire

The Skyhook Battle

(0 CHALLENGE POINTS)

With everyone safely rescued from the Skyhook, it only seems natural to blow the hell out of the space station. With the Millennium Falcon and a fleet of X-wings in tow, you take control of the Outrider in a bid to end Xizor's quest for power once and for all...



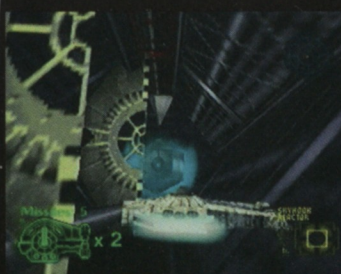
A stunning showcase of pyrotechnic mayhem, this delivers what was merely hinted at in the earlier asteroid section, pulling the Outrider off the rails so that you can navigate your own course to glory.

The first task is to blast the four defence towers perched on the outreached arms of the space station, by making several attack runs on each gun emplacement, weakening and eventually destroying them. Now the 'arms' of the space station are exposed, and each offers a slim runway to the reactor of the space station. Piloting through all four access points, you must

launch four missiles at the reactor, then beat a path out as the Skyhook joins the Death Star as another mighty Imperial killing machine downed by extremely poor design...

Strategy-wise, this section plays in a similar fashion to the snowspeeder battle, with the key to success being constant fluctuations in speed to prevent enemy craft drawing a bead on you. Alternately accelerating and decelerating when making attack runs on the towers ensures that you'll take much less damage, whilst shooting the tower guns with lasers initially, before slamming home a few missiles at close range to take each one out in one run (on easy setting).

Running through the arms to the reactor itself, there's nothing to worry about except holding the brakes on and gently weaving between the jutting architecture, not releasing your missiles on the reactor itself until you get a positive lock. Once you've done that, those Imperial slugs can kiss their evil plans goodbye... until next time!



KABOOM! IT'S GOODNIGHT VIENNA, AND PROBABLY MOST OF AUSTRIA TOO, AS THE SKYHOOK GOES UP IN A BALL OF FLAME.

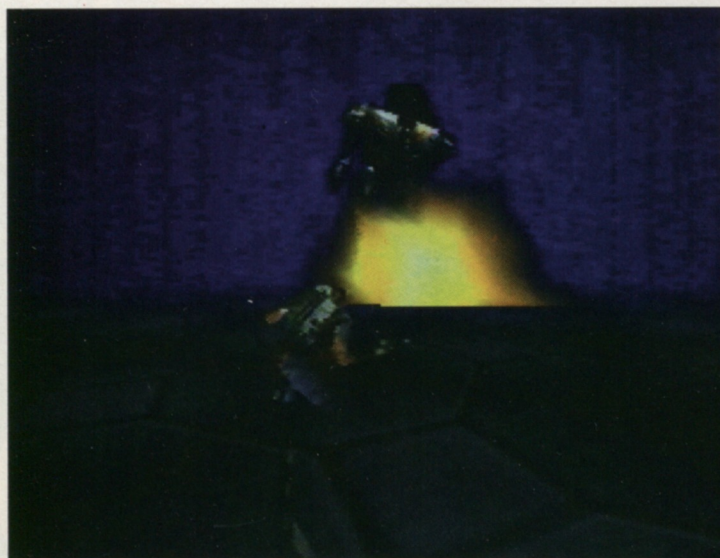
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XIZOR'S END LEVEL BOSS - GLADIATOR DROID

The Gladiator Droid is tough mainly due to the power of its attack rather than cunning, so the key is to keep moving at all times and work through your arsenal intelligently, adapting as your weapons run out. The towering mechanoid possesses an astonishing array of weapons to burn you with, including pulse blasts, guided missiles and most devastating, a head mounted laser beam with which it scours the arena. It also has three 'lives', since it can be reduced to a torso, then just a flying head before being terminally dispatched. Ideally, you'll have stockpiled plenty of disruptors, which sap its strength significantly,

but failing that use close-range seekers, pulse blasts and, finally, close-quarter blaster action, making sure to use your jetpack skilfully to avoid face to face confrontations. When your jetpack eventually malfunctions and the floor collapses to create a labyrinth, run as fast as you can, shooting wandering droids and collecting power-ups, before aiming up at its floating head and getting off short bursts of fire. Phew!



THE GLADIATOR DROID FINALLY SUCCEUMS TO DASH'S WITHERING ONSLAUGHT OF HIGH-TECH FIREPOWER. SEE YOU IN THE NEXT LIFE, TIN BOY!



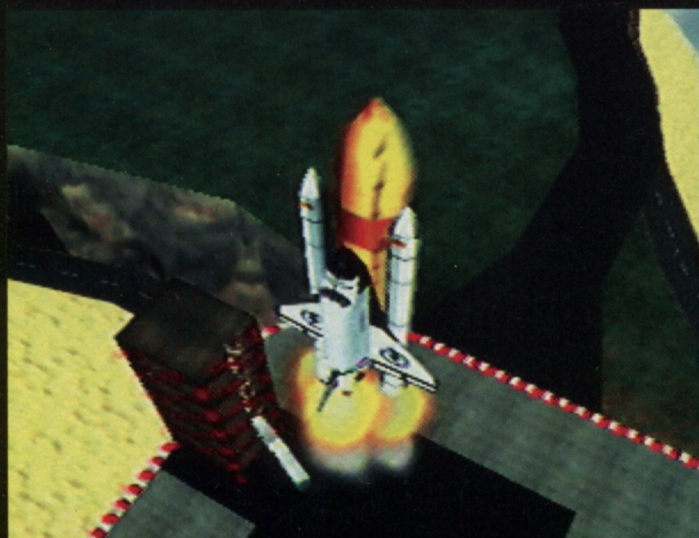
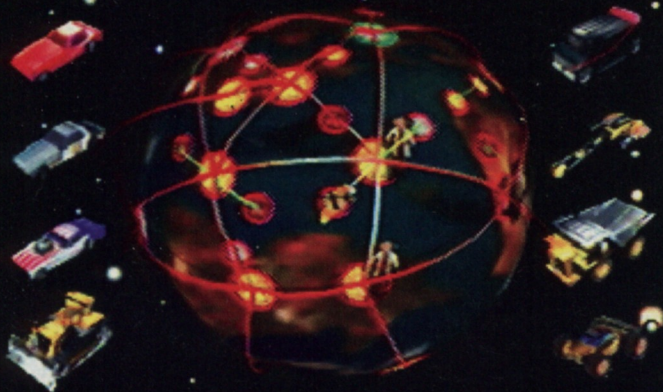
Rare's awesomely destructive carnival of destruction sprawls over some 50 levels – we provide a full rundown, complete with Platinum Times and special tactics!

BLAST CO

General Tips

● On the World Map, if you complete a level a circle will appear around it; green if there's still more to discover, red if you've got everything. Inside the circle, you'll see the colour of the medal awarded.

MARINE QUARTER



Cheat Technique

● If you're having real trouble with an obstacle, jam Backlash against the building so your driver can't exit and repeatedly press 'Z'. The man will yell and the building will collapse! It works, although its usefulness is dubious in most circumstances.

● Watch the opening sequence for each level – the copter will do a fly-over for the entire mission path with target objects shown in red.

● Press accelerate just as the lights turn green, on the fourth beep, for a very useful speedburst.

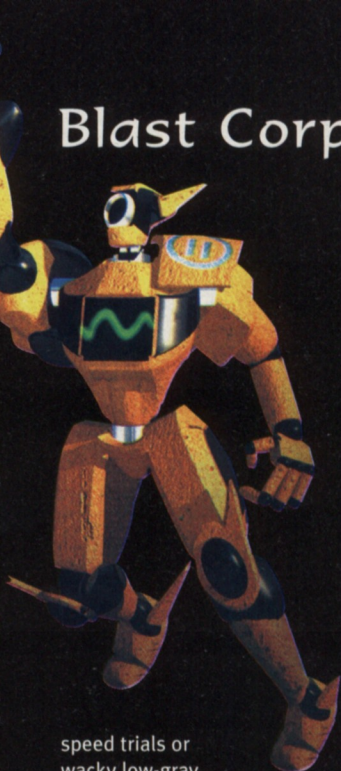
● On speed trials, you can't exit your vehicle; the Z button can be useful as a brake on these levels.

● When using Thunderfist, try waggling the Control Stick slightly when tumbling through buildings to widen the destructive impact.

● The Cyclone Suit takes more time to build up speed than Thunderfist, but once attacking has a lot more velocity, making it possible to take out entire buildings with a diagonal assault.

● Don't switch off the end credits, watch them through to access secret levels.

● To reach the Moon, you must complete all the Courses and find all the Scientists. You must also clear a path for the Shuttle in a special mission (this looks very tough until you find Thunderfist hidden in a building off the main path to the right). To reach the secret levels on other planets, you must get Gold for every mission objective. You then progress from planet to planet by completing the previous planet. These secret levels are essentially bonus stages which are either wacky low-grav



speed trials or wacky low-grav destruction fests. To access the Platinum medal trial, you must get Gold on all the planets.

● The key factor on the destructive secret bonus levels, such as the Moon and Venus, is getting Backlash off-balance or airborne – the low-gravity makes it possible to practically glide Backlash through the air, but by the same measure conventional powerslides result in ridiculously wide turning circles.

● When trying for a Platinum time, remember you don't have to make a path for the Missile Carrier. There's no need to fill holes or make bridges with barges and trains. Your only objective is to destroy the target buildings.

● To achieve the ultimate promotion, you'll need to collect all those Platinum medals.



T⁶⁴ Playing Guide

Written by Stuart Wynne

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SIMIAN ACRES [EASY]

PLATINUM TIME: 13.6 seconds
LEVEL DESCRIPTION: A small American town consisting of scattered shacks, farm houses and trees.
GUIDE: Guide Ram Dozer down onto the track, then veer off left following



the arrows to clear a path through the town. None of the buildings are sturdy enough to give Ram Dozer much trouble. Once a path has been cleared, you can try out the American Dream which is parked on the train near the start.



SIDESWIPE [TRAINING]

TIME LIMIT: 1 minute
PLATINUM TIME: 12 seconds
LEVEL DESCRIPTION: Dockland with scattered crates.
GUIDE: Follow the path around and try to time jackhammer blows between sections to take out four in a go.



BACKLASH [TRAINING]

TIME LIMIT: 6 minutes
PLATINUM TIME: 11 seconds
Level description: Scattered buildings on wasteland.
GUIDE: Besides mastering Backlash's idiosyncratic powerslide, take advantage of small bumps to get the truck off balance – making it even more destructive in slides. Backlash is critical to the later, tougher missions so spend time here mastering it.



J-BOMB [TRAINING]

Time limit: 5 minutes
PLATINUM TIME: 30 seconds
LEVEL DESCRIPTION: Office block park.
GUIDE: Aim for the joints between sections for maximum destruction.



ARGENT TOWERS [EASY]

PLATINUM TIME: 28 seconds
LEVEL DESCRIPTION: Inner city slum.
GUIDE: The missile carrier's path is a simple straight line path through slum buildings. As long as you've got the knack of Backlash's powerslide, and make good use of available space, clearing a path is quite easy.
GOLD MEDAL TIPS: Although completing the main mission is easy, this level is crammed with enough secrets to make getting a second Gold Medal tricky. On the left of the level, near the start, there's a bright revolving light which seems indestructible – it's a actually a pointer for hidden areas.

Use Backlash to push the nearby concrete block away from the ramp which descends into a storm drain. Exit Backlash and walk down the ramp. Use Ram Dozer to push TNT against a wooden door, blasting it open. Go through the door on foot and get into the train. Drive forward to reach a storm drain with Ballista and three ammo boxes. Drive out of the storm drain and return to near the start. To the right, beside the second Satellite Antenna, there's a large pit. Shoot out the wooden door on the far side of the pit using Ballista's missiles – precision is essential. Exit Ballista and walk down the ramp into the pit. Go through the door and follow the underground tunnel to J-Bomb, who's useful for reaching the second Satellite Dish. When going for 100% destruction, use

Ballista's missiles or J-Bomb to destroy the flashing light.

SATELLITE ANTENNA 1: Immediately to the left of the start. Easy!
SATELLITE ANTENNA 2: On top of a building near the start, on the right. Use J-Bomb.
SCIENTIST: Return to the train tunnel, walk forward along the track while watching for the revolving light. Walk left at this point to find a secret area with the Police Car; use this to explore a maze and find the Scientist at its end.



BLACKRIDGE WORKS [EASY]

PLATINUM TIME: 23 seconds
Level description: Inner city slum.
GUIDE: No serious obstacles to Ram Dozer's destructive onslaught. Easy. (Note Cyclone Suit on the opposite side to the second Satellite Antenna.)
Antenna 1: Behind building immediately to right of start.
Antenna 2: Just above and to the left of the chemical cylinders in the Missile Carrier's path.



HAVOC DISTRICT [EASY]

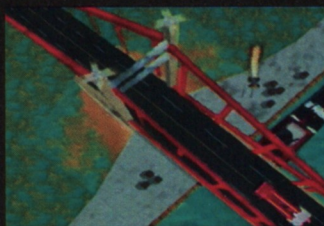
PLATINUM TIME: 28 seconds

LEVEL DESCRIPTION: A bridge leads the Missile Carrier into a line of skyscrapers within a course bordered on the left by a significant stretch of water.

GUIDE: Put the pedal to the metal with Skyfall to reach J-Bomb, then demolish a path through the buildings. Easy.

GOLD MEDAL TIPS: To achieve 100% destruction, you'll need J-Bomb to destroy the four revolving lights on the bridge. There's also a lighthouse on an island to the left of the course,

not to mention several silver balls floating on the water (and one sneakily hidden under the start bridge). Watch out for an island with some RDUs near the silverballs. Also, the ship can also be destroyed – but only by accurate firing with Ballista's missiles. To find Starsky's car (and more RDUs) go out over the ocean and find the second underwater tunnel leading into the cliff face. Follow this back to the cliff and you'll notice a slightly dark patch of grass. Stand on it with J-Bomb to drop down and enter the glass tunnel.



SATELLITE ANTENNA 1: Use J-Bomb to fly immediately left from the start position. You'll find the Antenna on a small island.

SATELLITE ANTENNA 2: On a small ledge above the road on the right of the course, about halfway along.

TEMPEST CITY [MEDIUM]



PLATINUM TIME: 27 seconds

LEVEL DESCRIPTION: An inner city slum with the Missile Carrier on a straight line track through.

GUIDE: It all comes down to quick, precise firing with Ballista, not to mention mastering that nervy handling while collecting all the extra ammo that's dotted about. Pay close attention to the arrows so you don't get distracted demolishing unnecessary buildings, and don't be surprised there's less spare ammo the nearer you get to the end – stock up at the start. Also be aware the Missile Carrier certainly isn't invulnerable to Ballista's missiles! Generally speaking, Ballista is most effective firing at rest – so missiles fly along a flat, direct trajectory. When accelerating, they fire off all over the place, wasting ammo.

GOLD MEDAL TIPS: On the right of the course there's a long grey building dimly illuminated by some lights. Most of it is totally invulnerable, but in the middle section – by some ammo boxes – there's one section which, if hit, loses first its light then a section of wall hiding a ramp. Go up to find an antenna. Next, blast away some blocks to find a scientist.

SATELLITE ANTENNA 1: See above.

SCIENTIST: See above.

CARRICK POINT [EASY]

PLATINUM TIME: 36 seconds

LEVEL DESCRIPTION: A bridge leads the Missile Carrier into some chemical works in a dockland area.

GUIDE: Race around the dockland area to enter the bridge from the opposite end to the Missile Carrier. Demolish the left building on the end of the

bridge, then turn back and demolish the chemical works.

GOLD MEDAL TIPS: Ballista is off to the left of the bridge's end, find it and demolish the boat with its missiles.

Antenna 1: In the middle of the bridge.

Antenna 2: Hidden inside a castle on the upper right of the course. Use nearby Thunderfist to demolish it.



BEETON TRACKS [MEDIUM]

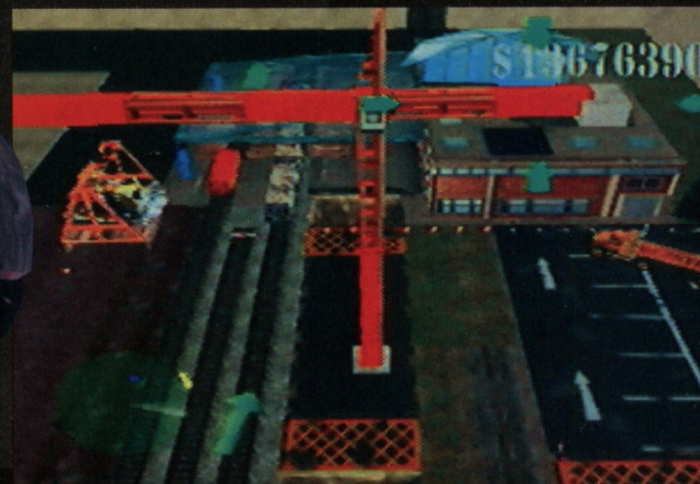
PLATINUM TIME: 1:15

LEVEL DESCRIPTION: A train track leads to a station needing urgent demolition.

GUIDE: Drive the train to the end of the tracks, jump out and follow the RDUs to the footpath you just drove under. Go over the footpath and drive Ram Dozer onto the Crane's platform. Exit and get into the crane. Lift Ram Dozer over the tracks, exit crane and run over the footbridge. Now use Ram Dozer to push TNT into station, instantly clearing the path.

GOLD MEDAL TIPS: Go back to where you got Ram Dozer from, then head backwards alongside the track to find the Police Car beside a donut shop! Use this to go round back to the other side of the tracks, then go back to the start, exploring off to the left to find RDUs and one antenna.

Antenna: See above.



THUNDERFIST PLUS [TRAINING]



PLATINUM TIME: 15 seconds

LEVEL DESCRIPTION: Dockland area distinguished by a fine, but very easily destroyed, castle.

GUIDE: An exceptionally easy training mission – take advantage to learn how Thunderfist can be controlled during his destructive somersaults.



ECHO MARCHES [MEDIUM]

PLATINUM TIME: 45 seconds

LEVEL DESCRIPTION: A straight-line track for Missile Carrier across some pleasant countryside; unfortunately, there's also some railway track and water to bridge.

GUIDE: After quickly demolishing some farm houses with J-Bomb, fly forward until you find the train track then speed above the track to find the train. Exit J-Bomb and drive the train forward, carefully positioning the train so the happy face shows it's safe to dismount Starsky's car. Use this to drive back to J-Bomb. Demolish a few office blocks using J-Bomb, then head left down the river to find a barge carrying American Dream. Drive the barge backward to form a bridge for the Missile Carrier. Then drive back to J-Bomb using American Dream and polish off a few more buildings with J-Bomb.

GOLD MEDAL TIPS: About 50% of the RDUs are located by the barge.

SATELLITE ANTENNA 1: Near where you find the barge, there are some chemical works. Demolish them to find the antenna.

SATELLITE ANTENNA 2: On top of a very tall stone pillar on the right, past the canal.



IRONSTONE MINE [MEDIUM]



PLATINUM TIME: 54 seconds

LEVEL DESCRIPTION: Terraced houses are arranged in two estates just before a sprawling mining complex.

GUIDE: Use Sideswipe to clear the first block quickly and you can speed past the second, smash the wall surrounding Thunderfist and then use him to clear the second estate before proceeding on to smash the mining complex (be careful you don't leave Sideswipe on the path, though!).

GOLD MEDAL TIPS: Drive the train you find at the level's end all the way backwards until it's beside a crane. Exit the train and cross the tracks using the footbridge. Follow the path which runs along the canyon wall until you find Ram Dozer hidden in the wall – watch for its shadow. Drive Ram Dozer back to the crane and lift it over so it can push the TNT into the mine building. This will reveal the entrance into Ironstone Mines, a simple maze which contains lots of RDUs and a Scientist.

SCIENTIST: See above.



EBONY COAST [MEDIUM]

PLATINUM TIME: 1:12

LEVEL DESCRIPTION: Parallel road and rail bridges lead into another skyscraper zone, but there's more to this level than first meets the eye!

GUIDE: Drive Ram Dozer onto the train, then drive the train to the end of the track. Exit the train and go forward with Ram Dozer. There's no great trick to demolishing the buildings, but be aware the TNT runs out near the end so you must bring forward

some of the TNT from the earlier buildings to demolish the last. (Alternatively, try pushing TNT right into the middle of two sections to take out both for the price of one!) At the end of the line the TNT runs out and if you haven't been properly organised, you're doomed!

GOLD MEDAL TIPS: Just behind where you start the level there's a stone block across the railway track. Destroy this obstacle by using Ram Dozer to push TNT into them. Instead of investigating further, get back on the train and go forward to the station. Demolish the station with Ram Dozer, taking care not to set off the TNT inside. Push the TNT onto the train, then reverse all the way back to the start and beyond. (The TNT has a long fuse, but not too long so be quick and precise getting it aboard the train.) Stop with the TNT just beside an Easter Island-style stone statue of a man's head. The TNT will demolish this, revealing J-Bomb! Now fly J-Bomb back along the track, but veer left over the sea to find a large island with a picture of a man etched on it. There are three more Easter Island statues to be demolished, plus lots of RDUs.



SATELLITE ANTENNA 1: Just to the right of the start of the road along which the Missile Carrier runs. Fly there using J-Bomb.

SCIENTIST: Using J-Bomb, fly above the first tunnel the Missile Carrier goes through. Fly right along the green mountain the tunnel cuts through until it ends, then turn around and fly forwards parallel to the bridge (although you won't see it). The Scientist is in a little inlet just where the ground starts again.

OUTLAND FARM [MEDIUM]

PLATINUM TIME: 1 minute

LEVEL DESCRIPTION: A long U-shaped gully provides a long introduction to some typical Backlash farmland chores.

GUIDE: After leaping out of the gully, ignore nearby buildings and proceed to the first target area; it's a very tight, cluttered farm area and clearing it can seem murderously difficult unless you waste time making space for powerslides. In fact, there's a highly useful rise between the farm buildings and tall silos. Using this can

send Backlash careening into buildings with maximum destructiveness. Demolishing this area quickly is important because the remaining targets are sneakily arranged with lots of grass around them, so you need to be careful arranging powerslides to miss the speed-sucking grass.

GOLD MEDAL TIPS: Just where the gully makes its U-turn, drive up onto the green and you'll find an antenna surrounded by RDUs.

SATELLITE ANTENNA 1: See above.



SATELLITE ANTENNA 2: Head back over the gully using the bridge you previously went under. At the end of this road there are some RDUs and the antenna.

CROMLECH COURT [MEDIUM]



PLATINUM TIME: 22 seconds.

LEVEL DESCRIPTION: A simplistic business estate complicated only by some indestructible trees.

GUIDE: The Missile Carrier seems unusually speedy, but as long as you don't get carried away with the deliriously good fun of trashing entire skyscrapers – stick to clearing the portions you need to trash for the path – it's very easy.

Thunderfist needs only a little run up space to get maximum destruction going.

DIAMOND SAND [HARD]

PLATINUM TIME: 2:35

LEVEL DESCRIPTION: A long line of sheds and terraced houses lead to a huge nuclear reactor. The Missile Carrier's on a straight-line course, but a railroad track divides the buildings, forcing the player to use tunnels to demolish buildings from either side.

GUIDE: The principal trick is getting Backlash into a smooth rhythm of circling, figure of eight powerslides to demolish entire lines of buildings. However, the developers aren't total sadists. Destroy the two blue chemical tanks on the right side and they'll demolish most of the buildings ahead of them. Also, the reactor building has a weak point on its right side which, when hit with a single TNT box, will take down almost that entire half!

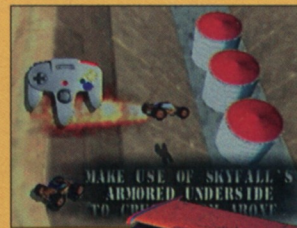


SKYFALL [TRAINING]

PLATINUM TIME: 4 seconds(!)

LEVEL DESCRIPTION: An artificial canyon contains four chemicals silos.

GUIDE: Use the canyon side and Skyfall's boost to take out a silo or two in a single pass.



CRYSTAL RIFT [HARD]

PLATINUM TIME: 57 seconds

LEVEL DESCRIPTION: A rerun of Shuttle Gully, but with the added complication of starting on a train – hence a dramatic mountainside entrance for Skyfall – and with some concrete blocks needing to be manoeuvred into position by Ram Dozer at the end.

GUIDE: Take the first, sharp left turn with Skyfall when dismounting the train – it's a considerable shortcut. Clear the first buildings and time should be on your side. As with Shuttle Gully, simply repeatedly ramming buildings can be faster than manoeuvring for more dramatic clearances.

GOLD MEDAL TIPS: A line of RDUs lead off from the start, heading right and then along a ledge before crossing left over a bridge to Satellite Antenna 1. Near where the RDUs start, you'll see a pit with the A-Team van inside. Track back and you'll find its tunnel entrance made impassable by a diamond-shaped hole. Keep retreating to find the tunnel opposite contains a diamond-shaped block which can be pushed by Ram Dozer to fill the hole.

SATELLITE ANTENNA 1: See above.

SATELLITE ANTENNA 2: Back up the train and you'll find it without any problem.

SHUTTLE GULLY [MEDIUM]

PLATINUM TIME: 44 seconds

LEVEL DESCRIPTION: A shallow gully twists and turns in a canyon banked by some steep concrete walls.

GUIDE: This level moves in fits and starts, a cluster of farm buildings here, an open space, then some more obstacles to clear. The key is keeping a calm head and focusing on the target buildings. Use the gully and walls to help Skyfall pick up momentum for maximum destructiveness, but simply butting into small targets will also clear them – often a lot faster than the elaborate manoeuvres needed to get Skyfall airborne.

GOLD MEDAL TIPS: There are four bouncing silverballs on the right of the course, near the start, and another silverball on the right near the end – Skyfall has to be airborne to hit them. Also watch out for a bank of RDUs on the left of the course.

SATELLITE ANTENNA: Under the road bridge about half-way into the course.



OBSIDIAN MILE [HARD]

PLATINUM TIME: 55 seconds

LEVEL DESCRIPTION: A straight-line piece of night-time urban demolition.

GUIDE: This level is somewhat sparked up by using the Cyclone Suit rather than Thunderfist; although superficially similar, the Cyclone Suit needs a longer run-up distance to get into proper destructive mode. In a cramped urban setting with plenty of indestructible trees that can be tricky. However, as long as you concentrate only on target buildings – and watch out for one building's left, reinforced wall (you don't need to destroy it) – there are no serious problems here.



GLORY CROSSING [HARD]

PLATINUM TIME: 40 seconds

LEVEL DESCRIPTION: A tight little town with plenty of speed-sucking grass making for a very cramped, demanding test of Backlash's manoeuvrability.

GUIDE: The key is getting off to a good start – the first two buildings have lots of space around them if you approach from the right. Take them out quick to give time for more demanding obstacles later.

GOLD MEDAL TIPS: All the RDUs link up together with nothing hidden or obscure to track down.

SATELLITE ANTENNA: No

SCIENTIST: Follow the direction in which the Semi is pointing to find a tunnel entrance to the Scientist's location.



ANGEL CITY [HARD]

PLATINUM TIME: 1.35

LEVEL DESCRIPTION: Twilight urban ghetto with Missile Carrier on a straight-line course through its heart.

GUIDE: While similar to previous Backlash levels, the Missile Carrier is closer at the start, the obstacles closer packed. You'll need to make use of all the little bumps to get Backlash off balance while manoeuvring to clear a path.



EMBER HAMLET [HARD]

PLATINUM TIME: 40 seconds

LEVEL DESCRIPTION: Another farmland community with the Missile Course on a path through its centre.

GUIDE: The key here is pretty obvious, but there are limited amounts of ammo about, so Ballista must be precise taking out only vital buildings. You can also try the old repeated ramming trick – inelegant, but effective!



OYSTER HARBOR [HARD]

PLATINUM TIME: 2.55

LEVEL DESCRIPTION: The game's toughest and most intricate level

GUIDE: You begin on a plateau with Ballista and lots of missile ammo. The idea is you precisely shoot from here into scattered containers blocking the

Missile Carrier's route and your path to Ram Dozer. Forget that! Zip over to the two stone fence posts, jump out of Ballista and run down the path and around the containers to Ram Dozer. Now bulldoze the path clear for the Missile Carrier. Go back to the crane,

get in and drop the platform down. Use Ram Dozer to push some TNT onto the crane platform. Now you must drop the platform on top of the crystal blocking the bridge. There are two ways to do this; piece by piece, TNT crate by TNT crate (almost impossible) or in one single go (yes!). The key is dropping the platform on the dead centre of the crystal, as indicated by the green arrows. Carefully adjust your view to make this clear. It is possible, but may take some practice.

Once the crystal is destroyed, go over the bridge with Ram Dozer. If the Missile Carrier is already on it, you can cross the water by following the dock area over to the left. Now there's a whole line of holes after the bridge which need filling in. Fill in the first hole with the nearby concrete block, then demolish the two blue-roofed buildings and push through the second concrete block to fill in the hole you've just revealed. Drive over this and collect two more concrete blocks (you can actually push them

both together – they happily merge together for the journey). All the remaining holes, but one, can be filled in fairly straight-forwardly. To get the last concrete block, bulldoze over to the right – through the red fuel tanks – to find it.

Destroy the final building here, then drive over the first barge, turn left and then drive over the second barge before parking on the deck of the third. Reverse it as far as possible, get back in Ram Dozer and drive to the pedestrian bridge. Exit Ram Dozer, run over the bridge and run to the second barge and back it up too.

Your next step depends on how well you've been doing. If the Missile Carrier's still quite far away, get Ram Dozer onto the first barge and steam full ahead to the next docking place (remember to watch for the happy smiley face for when to brake.) Quickly push the TNT onto its deck, then reverse back to the first area. Use Ram Dozer again to push the TNT over all the barges and across a long concrete strip to the final building.



JADE PLATEAU [BONUS]

PLATINUM TIME: 1:13

LEVEL DESCRIPTION: An apparently simple oval track with bridges over a dizzying canyon.

GUIDE: There's a short cut through some trees on the right, near the start, which Starsky's car takes well without any loss of traction. But if you choose Ram Dozer, you can use a second shortcut to the right of the second bridge by simply bulldozing through the chemical works.



ORION PLAZA [BONUS]

PLATINUM TIME: 30 Seconds

LEVEL DESCRIPTION: A pool table!

GUIDE: Just as with pool, the key is intelligently splitting the pack - albeit here of TNT rather than balls. Don't simply wade in and get them all activated, first pick off the far corners and detonate the relevant cues.



MARINE QUARTER [BONUS]

PLATINUM TIME: 36 seconds

LEVEL DESCRIPTION: A looped track including a bridge and some sharp corners.

GUIDE: The van has to be the best choice, combining high speed with great traction.



SLEEK STREETS [BONUS]

PLATINUM TIME: 40 seconds

LEVEL DESCRIPTION: A tight inner city loop.

GUIDE: A lot of tight corners make it all too easy to make a mistake and spend ages getting back into the rhythm. The van gives the best control here.



SALVAGE WHARF [BONUS]

PLATINUM TIME: 37 seconds

LEVEL DESCRIPTION: Dockland area with lots of container fodder.

GUIDE: Causing \$1,000,000 worth of damage in 2.30 minutes really has to be a job for Ram Dozer.



KIPLING PLANT [BONUS]

PLATINUM TIME: 12 seconds

LEVEL DESCRIPTION: Mixed urban and chemical works.

GUIDE: No tricks here, simply learn the location of the blue chemical cylinders and knock them out within the generous time limit. Everything's pretty close, it only gets sweaty when going for gold.



SKERRIE [BONUS]

PLATINUM TIME: 1:35

LEVEL DESCRIPTION: A looped circuit with two bridges.

GUIDE: After crossing the second bridge, look for where the track breaks away slightly from the rock wall. Drive into the wall to find a secret short cut. The A-Team van is probably best here.



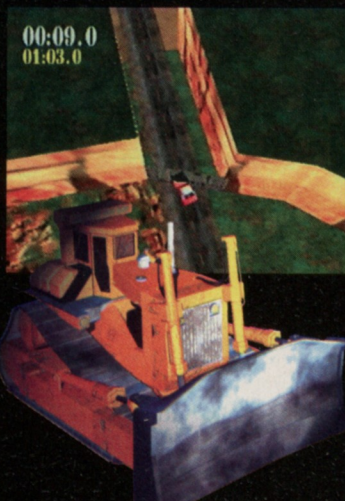
COOTER CREEK [BONUS]

PLATINUM TIME: 25 seconds

LEVEL DESCRIPTION: A simple looped course.

GUIDE: Use Starsky's car to cut corners going cross-country.

SATELLITE ANTENNA: Follow the road backwards from the start to find an illusory wall which can be driven through to find the Antenna hidden inside a building.



If you're running a bit late, allow the Missile Carrier to cross the first barge then go for the TNT next using the same procedure as above. **SATELLITE ANTENNA:** Drive Ballista as far forward as possible, then turn right and use its missile to destroy a building which conceals the antenna. Get to the building as normal, then walk over to activate the Antenna.

SCIENTIST: Collect the TNT as above, only instead of destroying the building use the TNT on the white crystal blocking the third barge. You can now reverse this barge to find the Scientist.

TWILIGHT FOUNDRY [BONUS]

PLATINUM TIME: 29 seconds.

LEVEL DESCRIPTION: A foundry at twilight provides the setting for a race to activate RDUs.

GUIDE: Although there are no RDUs hidden inside buildings, Ram Dozer's ability to plough through obstacles on such a tight course makes it the best choice. Don't miss the RDUs in the middle!



T64 Playing Guide

Written by Stuart Wynne

64

GLANDER'S RANCH [BONUS]

PLATINUM TIME: 1:33

LEVEL DESCRIPTION: A sprawling circuit running through skyscraper city.

GUIDE: Look out for an arrow with a left sub-arrow pointing to a useful short cut.



MORaine CHASE [BONUS]

PLATINUM TIME: 1:01

LEVEL DESCRIPTION: A sprawling, raised race track can exert a heavy penalty if you slide off onto the grass, particularly with stone walls blocking most short-cuts.

GUIDE: Drop off the track after the third set of walls from the start to make a very useful short-cut. Starsky's car, as usual, provides good off-road performance.



BISON RIDGE [BONUS]

PLATINUM TIME: 1:07

LEVEL DESCRIPTION: A looped circuit over some very bumpy terrain!

GUIDE: Look for some grass when descending the first straight and cut across it to save time – making Starsky's car again the best pick.



SILVER JUNCTION [BONUS]

PLATINUM TIME: 30 seconds.

LEVEL DESCRIPTION: An industrial estate is flattened to make space for 25 crates, all laid in plain sight.

GUIDE: Destroying the crates is easy if prosaic fun with Thunderfist Plus.



MICA PARK [BONUS]

PLATINUM TIME: 30 seconds

LEVEL DESCRIPTION: A sprawling farmland town makes an unusual setting for Ballista on a quest to destroy 17 buildings in two minutes.

GUIDE: There's plenty of ammo and time to complete the level. When going for gold, it's essential to get a good start and then follow a well-worked out route.



MORGAN HALL [BONUS]

PLATINUM TIME: 35 seconds

LEVEL DESCRIPTION: Pretty but rugged farmland with trees and speed-cutting grass complicating things for Backlash.

GUIDE: Rather than charging straight into the mission, spend a go or two exploring so you can work out the best route around the scattered farms. There's plenty of TNT to push around, so with a good route you won't need to use Backlash's powerslide that much. Whew!



CORVINE BLUFF [BONUS]

PLATINUM TIME: 46 seconds

LEVEL DESCRIPTION: A simple loop track, albeit with a very steep ascent/descent.

GUIDE: Starsky's car probably provides the best performance here; you should also note you can cut past the starting line through the river to save time.

SATELLITE ANTENNA: Follow the river upwards through an illusory wall to find this.



GEODE SQUARE [BONUS]

PLATINUM TIME: 20 seconds

LEVEL DESCRIPTION: Open farmland plays host to bouncing silver balls.

GUIDE: Most of the balls are easy, although a few require a little attention to their movement patterns to time an attack: remember you don't necessarily need to leap on these targets, a simple touch is enough to shatter them.

SATELLITE ANTENNA: Destroy the small building on the right.



LIZARD ISLAND [BONUS]

PLATINUM TIME: 1:30

LEVEL DESCRIPTION: An island with two silver balls on the northern mountain, and one inside a small volcano on the eastern side. Further east is a tiny volcanic island containing four silver balls. Two other silver balls bounce above tiny islands off the east and west coasts. Also surrounding the main island are six moving pink target with glass tops.

GUIDE: This is one of the tougher bonus levels – even the targets can be confusing. The pink targets with glass tops are initially rather confusing, until you figure out it's best simply to hover near the sea and wait for one to slide into J-Bomb's feet, shattering the glass top. Similarly, simply touching the silverballs is the best tactic when inside a volcano, for example. J-Bomb's shadow is very useful, although it can occasionally be deceptive as it transforms to simply show J-Bomb when he's otherwise obscured.

SATELLITE ANTENNA: Northern edge of island, behind the mountain range.



SALINE WATCH [BONUS]

PLATINUM TIME: 45 seconds

LEVEL DESCRIPTION: Three rows of five columns of rotating lights provide an intricate test of J-Bomb's handling.

GUIDE: You only need brush against the lights to shatter them, and standing on a column is useful for recharging the rockets. It's also worth noting the way the tide rises and falls if you find the lower columns tricky.

SATELLITE ANTENNA: There's a large black platform to the north-west with an antenna on it.



DAGGER PASS [BONUS]

PLATINUM TIME: 50 seconds

LEVEL DESCRIPTION: A coastal area with those pink, glass-topped platforms (now called rafts) darting under concrete docks.

GUIDE: Seven of the rafts are in plain sight, but one is sneakily hidden on top of a cliff just right of the castle.

SATELLITE ANTENNA: Inside the castle.



BABOON CATACOMBS [BONUS]

PLATINUM TIME: 45 seconds.

LEVEL DESCRIPTION: It's Pac-Man!

GUIDE: Work out your route and try to draw the ghosts together – avoid the warp gates which will split them apart as they try to re-acquire you.



COBALT QUARRY [BONUS]

PLATINUM TIME: 36 seconds

LEVEL DESCRIPTION: Mining works provide the background for a quiet, short circuit.

GUIDE: Use the A-Team van for maximum speed and performance.



MAGMA PEAK [BONUS]

PLATINUM TIME: 60 seconds

LEVEL DESCRIPTION: Hell, in a word. The majority of the level takes place inside a huge volcano. There are four glass-topped pink platforms at the bottom, with a silverball bouncing in the centre. There are two silverballs snuggled inside a rock barrier halfway up the volcano, another single silverball slightly higher up. Six rotating lights are arranged on six pairs of columns arranged at varying levels of the volcano.

GUIDE: Start at the bottom and slowly make your way up. Move very slowly when approaching targets to avoid J-Bomb spinning out. Touching a target usually gives J-Bomb a useful lift, very useful when getting the highest targets. Time isn't the main enemy here – at least not until you're chasing a Gold or Platinum – it's the volcano itself, so take it slow and easy.

SATELLITE ANTENNA: On a ledge outside the volcano.



DARK HEARTLAND [BONUS]

PLATINUM TIME: 44 seconds

LEVEL DESCRIPTION: An urban twilight zone with plenty of Ballista's missile ammo scattered about.

GUIDE: No serious challenge here in completing it, the main point is beating the time for a Gold medal which simply requires working out a quick precise route.



FALCHION FIELD [BONUS]

PLATINUM TIME: 21 seconds

LEVEL DESCRIPTION: Open farmland with six blue fuel tanks scattered about.

Level Guide: It's easy!



GIBBON'S GATE [BONUS]

PLATINUM TIME: 45 seconds.

LEVEL DESCRIPTION: It's Pac-Man again!

GUIDE: Same tactics as before, albeit for a new maze.



It's the **PENULTIMATE** part of our complete Super Mario solution. This month, we take you up to Course 11, Wet-Dry Land, as well as **REVEALING** the secrets of the Special Caps and guiding you through the first two confrontations with the **EVIL** Bowser!



COURSE 7

Lethal Lava Land

ENTRY REQUIREMENT: First Big Key

LOCATION: Castle Basement. Enter one of the two central doors in the Castle foyer, go immediately down the nearby staircase and open the door using the Big Key. Descend the marble steps and into the green sewer area. Go through the first door and bear right. Keep going forward until you're before a fire picture, which is Course Seven's ominous entrance!

DESCRIPTION: This daunting world has plenty of platforms suspended over lava to leap between. The normal approach is to treat it as any other level, albeit

with a little more care. For skillful players, however, there's a whole new level of enjoyment. Turn around at the start, swing the camera about and you'll see a small island with a Red Exclamation Box. A Long Jump will take you over, and from there you can go flying. There are no cannons, just a triple-jump to barely lift you above the lava, but for risk-takers there's some exhilarating fun to be had. Even better, Star Four introduces a Green Koopa Shell for Mario to surf around with. The subtle, curved contours of various obstacles suddenly make sense.

BOIL THE BIG BULLY

STAR 1

OBJECTIVE: Push the Big Bully into the lava!

GUIDE: As with most Stars on this Course, there are multiple paths to success. Adventurous players will try flying (see Course introduction), but this is the most obvious route:

Go forward, long jumping over gap and then turning left along light brown pathway. Jump onto the grey pathway, turn left and go over the bridge, then around the Spinning Eye. Jump onto the lower grey platform. Cross over Bowser's Sliding Block Puzzle and run along a raised grey platform. Jump onto the stone

platform, timing it with the rotating flamethrower at its centre. Collect an extra life by running around the platform three times.

Jump onto the wooden platforms and pause here to time your leap on the grey platform.

The Big Bully is on the large brown platform. Remember the low platform nearby has some Yellow Coins if you need energy. The best tactic is to stand near the edge, sidestep to avoid the Bully's attack and then land a punch or two, pushing him off. Once the Bully has fallen into the lava, the Star will appear and whizz off to float above a stone building. Steps promptly form to help you across, but beware them falling away!



BULLY THE BULLIES

STAR 2

OBJECTIVE: Defeat three Small Bullies (and their Dad!).

GUIDE: Retrace your steps to where you defeated Big Bully for Star One. Ride the mesh platform across to a second, bigger platform with three small Bullies on it. Once again, it's crucial to get the timing of your punches right, but with the added complication of keeping track of three baddies. Try to separate them so you only take on one at a time. The final surprise is the appearance of a Big Bully, but if you've

worked out Mario's punching technique he's easy meat. The Star will appear in the centre of the platform.



ELIMINATE THE BULLIES TO LAY CLAIM TO THE SECOND STAR.

8 COIN PUZZLE

STAR 3

OBJECTIVE: Collect 8 Red Coins from Bowser's sliding puzzle.

GUIDE: You couldn't ask for an easier Star. Simply toddle over to Bowser's sliding block portrait, collect all the Red Coins and then the Star which appears on the grey block.

NB: If you're standing on the puzzle when it completes Bowser's portrait, five Yellow Coins will spew from Bowser's mouth.



GET THIS RIGHT, AND BOWSER WILL VOMIT SOME BONUS YELLOW COINS!

RED-HOT LOG ROLLING

STAR 4

OBJECTIVE: Collect Star by Rolling Log. **GUIDE:** Follow the start path around to the grey platform with a Small Bully, go right onto the light brown platform and forward onto the floating grey platforms. Go right, watching out for the lava. Jump onto the light brown platform and then the octagonal platform with two Small Bullies. Ignore them and jump onto the black mesh platform. Be careful as there are three flamejets to dodge. The platform carries Mario to the Rolling Log area. Once you step onto the Rolling Log it will instantly begin to move, rolling opposite to the direction Mario moves. Remember, Mario can walk – he doesn't have to run. A good camera position is vital as it's easy to lose sight of Mario. Once the log is close to the end platform, jump off and collect the Star!

HOT FOOT IT INTO THE VOLCANO

STAR 5

OBJECTIVE: Collect Star from highest platform inside Volcano.



THE FLAMEJETS ARE PAINFUL, BUT PREDICTABLE.

GUIDE: Enter the volcano and go left along black rock strip. Leap onto the orange ledge and follow it up. There's a Small Bully to avoid and after him a section of falling wall.

Next you'll see a series of small platforms leading upwards. If you're low on energy, look right to see a Heart on a small platform. After obtaining full energy, slowly make your way up the platforms. At the end of these is a long platform with two flamejets followed by a Small Bully. You'll now be at four poles for Mario to leap between. The Star is on the final platform, just between a pair of pillars.

NB: If you die in the volcano, but have lives left, when you jump back into the Course you will return directly to the Volcano. Since there are no extra lives inside the Volcano, it's a good idea to use the Green Koopa Shell (see Secrets) and surf around for all the extra lives before entering.

COLLECT 100 COINS

STAR 7

OBJECTIVE: Find and collect 100 Coins (or equivalent).

GUIDE: Since the key to getting the hardest coins is the Green Koopa Shell, you must select Star 5 or higher to be successful. The best technique is to go around on foot or Wing Cap first, collecting coins from high-up places such as the Bully arenas. Then collect the Green Koopa Shell and surf around collecting the bulk of the coins.

The Shell will last until you hit something, so be careful and remember you can move very slowly with it.

The final 20 coins or so can be collected from the Volcano, but remember once in there's no way out other than exiting the Course.

MAXIMUM COIN SCORE:

130 Yellow Coins (or equivalent).

63 Yellow Coins out in the open.

18 Yellow Coins won by defeating enemies (including two Blue Coins from the Spinning Eyes).

5 Yellow Coins inside a Crate.

5 Yellow Coins on Bowser's Sliding Puzzle (see Star 3).

8 Red Coins (16 Yellow Coins) located on Bowser's Sliding Puzzle.

23 Yellow Coins inside the Volcano.



FLYING OVER LAVA CAN BE TRICKY – IF YOUR CAP'S POWER RUNS OUT, YOU'RE GOING TO GET VERY HOT WHEN YOU FALL!

ELEVATOR RIDE IN THE VOLCANO

STAR 6

OBJECTIVE: Collect the Volcano's Second Star.

GUIDE: Jump, fly or surf into the Volcano, go right and jump on the checkerboard platform. It will move around until you have to jump to the next one. This will circle around a pole you must jump onto. Move up this and do a handstand at the top. The platform above has a grey block spewing out flame as it rotates. Simply wait for the flamejet to be pointing away and then jump directly onto the next pole. Remember to aim with Mario's back

to where he wants to go. Shin up this pole to another platform. Now carefully jump to the platform with Star 6.



THIS POLE LEADS TO THE SIXTH STAR – WATCH OUT FOR THE FLAMES.

COURSE 8

Shifting Sand Land

ENTRY REQUIREMENT: 30 Stars or more

DESCRIPTION: A gorgeous desert landscape surrounds a huge Egyptian Pyramid. Notable features are a swirling desert pool, which sucks you to your death, a huge tornado which spins Mario into the air, and a flat stone maze with huge, tumbling blocks (watch out for the sides with useful holes in them).

IN THE TALONS OF BIG BIRD

STAR 1

OBJECTIVE: Steal the Big Bird's Star.

GUIDE: You need to get across the Stone Maze and there are three ways to do it. You can walk across the Maze, taking care to avoid the Hollow Blocks – often at crucial junctions the hollow side will come down providing Mario a place to hide while it passes over. Alternatively, you can fly or surf. At the start of the Course, there's a Stone Temple. On the roof are a Red Exclamation Box and a Yellow Exclamation Box, the latter containing a Green Koopa Shell. The roof is too high to jump on normally, but if you stand a little in front of the far left pillar – on a shallow rise – then a backflip will get you on top with a little practice. Alternatively, you can jump on the Pink Copter Creature.



THIS AIN'T SESAME STREET!

Once you've crossed over the Maze, you should talk to the Pink Bob-omb Buddy by the tiny oasis with a little water pool. This will activate a Cannon on the right corner of the Stone Maze which you can use later. Near the oasis, you'll see a Column which the Buzzard circles around. You can simply walk or surf up this Column and then leap to collect the Star from its talon. The Star will whizz off and rest between the two Columns on the far side of the pyramid.

SHINING ATOP THE PYRAMID

STAR 2

OBJECTIVE: Collect the Star from the Pyramid's top.

GUIDE: There are three ways to do this. Firstly, you can fly there by using the Stone Maze cannon activated by talking to the pink Bob-omb Buddy.

Secondly, you can use the Green Koopa Shell from on top of the Stone Temple. You need to surf all the way around the Pyramid, surf up the stone entrance then spiral around to climb to the top. If you begin losing speed, dip down and then turn up suddenly for a new burst of acceleration. This is tricky, because if you hit any sharp edges you'll instantly lose the shell and probably slide into the quicksand. The Star is actually in a tiny hole at the Pyramid's top, so be careful how you approach it.

Thirdly, you can walk, fly or surf to the Pyramid base. Now instead of walking into the entrance, go right and backflip onto the ledge there. Make your way up the Pyramid using this technique.



SURF'S UP! GRAB THE KOOPA SHELL AND USE IT TO MAKE YOUR WAY TO THE SUMMIT OF THIS PYRAMID.



INSIDE THE ANCIENT PYRAMID

STAR 3

OBJECTIVE: Collect the Star inside the Pyramid's roof.

GUIDE: Fly, surf or walk across the tone Maze and enter the Pyramid using the sloped entrance round the back. Go right until you see a wooden cube that periodically slams down. Do a backflip onto it and then jump onto the first level. Head back the way you came to find a pole guarded by two Goombahs. Climb up the pole and jump onto the second level. Go forward and jump onto the steel mesh, holding down 'B' as you climb across to the other side. Climb up the steps to the third level and watch out for a rolling log. Use the Rotating Heart to restore any lost energy. Jump up the sliding platforms to the fourth level. Walk forward and around. Climb up the pole to the sixth level. Now you'll see another huge cube jumping along a narrow walkway. You can either run under it, or leap on it and let it carry you across. Go up to the seventh level, doing a normal Double Jump to get to the ledge with Star 3.

NB: An alternative route is outlined in Star 4 – simply jump off the elevator as it begin its descent. The Star will be immediately forward as the descent begins, so jump to a nearby platform to miss out much of the climb outlined above.

FREE FLYING

STAR 5

OBJECTIVE: Find and collect all eight Red Coins.

GUIDE: From the start, turn around and go forward along an increasingly narrow strip which leads to **RED COIN 1**. You'll need to tip-toe near the end to avoid slipping. Now go to the Stone Temple and punch the far crate for **RED COIN 2**.

Next go onto the Stone Maze and collect **RED COIN 3**. Exit the Stone Maze and collect **RED COIN 4** from the water pool. Now tiptoe in the shadow of the palm tree to find a warp which will take Mario to the far end of the stone platform where the Stone Maze Cannon is. Collect a Wing Cap, jump in, fly around to collect **RED COINS 5, 6, 7 and 8**. Then land on top of the Stone Palace for Star 5!



IT'S ANOTHER ONE OF THOSE RED COIN RUNAROUNDS. KEEP YOUR COOL AND YOU'LL BE FINE.

STAND TALL ON THE FOUR PILLARS

STAR 4

OBJECTIVE: Stand on the Four Pillars to blow the Pyramid's top, then defeat the Hands.

GUIDE: When maxxed out on lives, collect the Green Koopa Shell from atop the Stone Temple and then surf across the top of each of the Four Pillars. You don't need to collect the Yellow Coins above them, just travel across their tops. When you finish this, you'll hear a tune and the Pyramid's apex explodes. Now use one of the techniques outlined for Star 2 to reach the top.

Once on the Pyramid's top, drop onto an elevator which takes Mario to a stone blockhouse. There's an entrance on its side which is otherwise almost impossible to reach. Walk in here to find a pair of Stone Hands which will try and squish Mario, but the main danger is that they might push him off the platform. The Hands begin with sideways stomping attacks, then push forward, retreat and finally open up exposing an eye in each palm. You have to punch them when open. Three hits are needed per Hand.



NOW THAT'S HANDY! PUNCH THEM IN THE EYE TO WIN THE STAR.

PYRAMID PUZZLE

STAR 6

OBJECTIVE: Collect Five Special Yellow Coins from inside the Pyramid.

GUIDE: Use the same route as for Star 3, but don't jump onto the Star ledge. Instead, go to the break in the low wall on your right. Look down and you'll see a narrow ledge with **YELLOW COIN 1** on it. Drop down to it. Now turn right and look down to see another tiny ledge with **YELLOW COIN 2**. You'll need to do a small jump to get to it. From there, look behind you and down for another tiny platform with **YELLOW COIN 3** – another small jump is needed. Now drop down onto the trough with moving sand. **YELLOW COINS 4 and 5** are here, with Star 6 at the end.



WHAT THE HELL YOU SMILIN' AT? AS YOU'D EXPECT FROM A MIYAMOTO GAME, IT'S A CASE OF ANTHROPOMORPHISATION GONE MAD!



CONKERS? NUH-HUH! JUST ANOTHER ZANY ENEMY FOR MARIO TO DEAL WITH IN HIS INIMITABLE WAY.



EXCITING WALKING ALONG A LEDGE ACTION AHOY! JUST ANOTHER 98 COINS TO COLLECT...

COLLECT 100 COINS

STAR 7

OBJECTIVE: Find and collect 100 Yellow Coins (or equivalent).

GUIDE: The key here is making a thorough collection of Coins before finishing off inside the Pyramid which has a whopping total of about 65 Coins. But remember once you're in, there's no way out except by exiting the Course completely.

The Sanbos are particularly important enemies – make sure you attack them away from quicksand and whirlpools so no Coins are lost. The Blue Coins are also crucial and, nastily, they don't appear beside the Blue Coin Box.

MAXIMUM COIN SCORE: 130 Yellow Coins (or equivalent).

22 Yellow Coins won by defeating enemies (Sanbos and Goombahs are the main sources).

8 Red Coins (16 Yellow Coins) see Star 5.

13 Yellow Coins inside Crates.

14 Yellow Coins on the sand outside the Pyramid.

50 Yellow Coins inside the Pyramid.

15 Blue Coins from Blue Coin Box inside the Pyramid (see picture below).

COURSE 9

Dire Dire Docks

ENTRY REQUIREMENT: 30 Stars

DESCRIPTION: After the arid, hellish terrain of the previous two Courses, Dire Dire Docks provides a kinder, gentler environment. The only serious hazard, aside from the water itself, is a whirlpool in the first area – a torrent of bubbles which will pull Mario to his doom if he's not careful.

In the second area, the Docks themselves play host to Bowser's very own nuclear sub. Take its Star, and Bowser will set sail for Bowser World Two with its entrance appearing before Course 9's own entrance.

BOARD BOWSER'S SUB

STAR 1

OBJECTIVE: Clamber aboard the sub and grab its Star.

GUIDE: Dive downward, taking care to avoid the central whirlpool. Swim through the tunnel, picking up Yellow Coins to restore energy, and follow the arrows through to the docks.

Swim to the surface and climb out. Find the Purple Exclamation Switch and step on it. This will materialise crate steps. You'll hear time ticking down, but keep your nerve and get aboard. The Star is just forward of the sub's mainsail.



YO-HO, CAPTAIN BOWSER!

CHESTS IN THE CURRENT

STAR 2

OBJECTIVE: Open four Treasure Chests in the correct order.

GUIDE: At the bottom of the first area four Treasure Chests are arranged around the whirlpool. Open them in this way with directions relating toward their positioning by the whirlpool. Treasure Chest One is at a right angle to the whirlpool with a line of coins pointing to it from above. Treasure Chest Two is facing directly away from the whirlpool, while Treasure Chest Three is facing it.

The final Treasure Chest is right beside the whirlpool, so approach it very carefully. When it opens, the Star will whizz off and appear by the tunnel entrance. If you make a mistake you'll receive an electric shock and must restart the sequence.

POLE-JUMPING FOR RED COINS

STAR 3

OBJECTIVE: Collect the 8 Red Coins suspended above the docks area.

GUIDE: To reach the Coins you need poles which only appear after Bowser's defeat in Bowser World Two. If you've done this, swim through to the second area and use the Purple Exclamation Switch to activate the crate steps.

Climb up the steps furthest from the Switch to reach a floating metal platform. You'll find **RED COIN 1** here, while **RED COINS 2, 3** and **4** are available in a line to your left. Jump on the pole to collect them. Watch the pole's shadow to help judge when to leap up and catch hold of it.

Return to the start platform. Catch the other pole which goes to the central platform. From here go left to collect **RED COIN 5**. You'll need to swap poles twice – they briefly pause opposite each other. You'll arrive at a platform with a Blue Coin Box. A pole goes right from here to **RED COIN 5**.

Go back to the central platform. Go forward from there on another pole. It will be met at a right angle by another pole which will take Mario across to **RED COIN 6**. Another pole runs parallel to this pole and you must leap over to it, in a gap between two walls, for **RED COINS 7** and **8**. Take your time to get the timing right for this. Then return to the central platform for Star 3.



MORE POLES FOR MARIO TO NAVIGATE IN HIS SEEMINGLY ENDLESS QUEST FOR RED COINS.

Switch Caps

TOWER OF THE WING CAP

ENTRY REQUIREMENT: 10 Stars.

LOCATION: When you collect 10 Stars, a ray of sunshine illuminates the star emblem in the Castle Foyer. Stand on the emblem, press the top yellow button to zoom in, then look into the light to be transported into the sky. (Although the light will vanish after Mario's first visit, you can always return by looking up as before.)

DESCRIPTION: The Wing Cap Tower consists of three rainbows and four towers surrounding a castle turret. Flying too close to the sun returns Mario to the Castle Foyer.



OBJECTIVE 1: Activate the Red Switch.

GUIDE: Land on the tower and jump on the Red Switch, this will instantly turn on all the Red Exclamation Boxes throughout the game and you'll be given the option to save the game. Do so.

OBJECTIVE 2: Collect All 8 Red Coins for a Secret Castle Star.

GUIDE: You enter the level flying. Swoop down and fly around anti-clockwise to collect four pairs of Red Coins. The first two are straight ahead; fly precisely between them so each of Mario's hands touch one. Now turn sharply left and dive down



toward the next two and so on, until all eight are collected and the Star appears above the tower by the Red Switch. The Wing Cap won't last long so you must get every coin on your first pass, remembering to turn in tight for the Star itself.

CAVERN OF THE METAL CAP

ENTRY REQUIREMENT: 1st Bowser Key.

LOCATION: Course 6's Underground Lake section; walk down the marble steps from the Castle and into the Green Sewer area. Go through the first door and bear right. Keep going forward until directly before a fire picture, then turn right. Go through the door with a Yellow Star and jump into the liquid metal pool.

Now bear left and Long Jump across the pit. Go right across red scaffolding by the Black Hole, then jump onto the green path.

At the end of the path there's a door on the right; inside a big Elevator descends to the Underground Lake. Swim toward the blue Beast and jump out of the water onto its back. Bottom bounce its back to lower its neck. You can now walk up and stand on its head. Guide it toward the door with a red scaffolding platform before it. Enter door and follow corridor to second Metal Pool.

DESCRIPTION: The Metal Cap Cavern is basically a long canal with stone platforms and a bridge over it. At one end of the canal is the Green Cap Switch, at the other end is a waterfall which deposits Mario in the Castle Moat's waterfall – be careful of the current dragging Mario here!

OBJECTIVE 1: Activate the Green Switch.

GUIDE: Mario begins wearing a Metal Cap, so hurry forward through the Shooters guarding the entrance. When you arrive at the canal, a sign tells Mario he should go left for the Switch. Jump onto the next platform, using the Metal Cap to kill the Shooter. Jump left and kill the

final Shooter, then carefully walk over the narrow bridge. Now forward across two platforms and stomp on the Green Switch!

OBJECTIVE 2: Collect All 8 Red Coins for a Secret Castle Star.

GUIDE: As usual, you can collect Red Coins in any order but here's our





recommended route. **RED COINS 1 & 2** are beside the Green Switch, while **COINS 3 & 4** are in a little cell just before the Switch. Now make sure you've got a fresh Metal Cap and jump into the water beside the Green Switch. **RED COINS 5, 6, 7** and **8** are arranged in a circle around the Green Switch Platform, with the Star appearing in the middle of some Yellow Coins. You must be quick because the current is very strong and, without the Metal Cap,



Mario will be quickly swept away. Fortunately, the current weakens later on and Mario can leap out onto a platform.

VANISH CAP UNDER THE MOAT

ENTRY REQUIREMENT: Bowser's 1st Big Key opens the Basement.

LOCATION: Enter one of the two central doors in the Castle Foyer, go down the staircase and through the door. Go down the marble steps, through the first door into and bear right, then take the next right turn to arrive at a plain wooden door. Enter and continue forward, swimming through water until



Mario arrives in a room with two pillars in a pool of water. Bottom bounce them both to drain water. Now you can open the metal door and exit into the Moat which is free of water. Go right to find the entrance. **DESCRIPTION:** The Blue Switch Palace consists of a long metal slide down to a broad ledge. Fire patrols both ends of the slide, after which the course twists around leading into a series of see-saw and rotating platforms before the Blue Switch.

OBJECTIVE 1: Activate the Blue Switch.

GUIDE: See Objective 2 Guide, but ignore Red Coin advice as necessary.

OBJECTIVE 2: Collect every Red Coin.

GUIDE: Coins can be collected in any order, but the following route is recommended.

There are four Red Coins on the first, slide section. From the start, walk forward and look down to see **RED COIN 1** on a platform near the right wall. Slide down to collect it, remembering to jump just before the platform to brake Mario's speed.

Now look left to see **RED COIN 2** on the next, middle platform. You can jump there directly, at the cost of 2 Energy Units on impact, or do small jump and slide to it.

Use the same procedure to jump to the next, left platform. Collect an extra life from the Yellow

Exclamation Box, then jump to the right, middle platform for another life, and again to the right for one more life.

Now you can see **RED COINS 3** and **4** on platforms to Mario's left. Jump over and collect them, then slide down. Run around to the left, avoiding flames, and jump onto the see-saw platform. Then jump up and run forward, avoiding flame and Electrobomb.

You're now on a platform at the start of the rotating platforms. Leap from the first platform onto a See-Saw with **RED COINS 5** and **6** at either end. Balance the See-Saw to collect them. Then jump onto the next check platform as it rises, quickly jump forward onto the next descending platform and keep with it as it begins to rise. At the top of its movement is **RED COIN 7**; carefully jump forward just before it flips to collect the Coin and move to the next, ascending platform. Jump off this just before it flips to reach the end section.

Jump on the Blue Switch, then use the Blue Exclamation Box for a Vanish Cap to walk through the red scaffolding. Collect four Yellow Coins for an extra life, and **RED COIN 8** for a Star!



THROUGH THE JETSTREAM

STAR 4

OBJECTIVE: Swim through five consecutive jet stream rings.

GUIDE: In the second, dockland areas there's a central jetstream vortex which constantly releases water rings. The key is finding the right place and letting the rings rise around Mario. Each ring provides Mario with extra energy as well, so don't worry about breathing. When Mario's been through five rings, the Star will whizz off into the jetstream. Mario can retrieve it by simply swimming, but this is extremely difficult. It's best to return to the surface. Backflip over the mesh walls and collect the Metal Cap. Then simply walk into the jetstream.



THE UNDERWATER CURRENT FROM THIS GRATE CAN CAUSE PROBLEMS FOR MARIO - THE METAL CAP MAKES THINGS EASIER!

THE MANTA RAY'S REWARD

STAR 5

OBJECTIVE: Swim through five consecutive water rings left in the Manta Ray's wake.

GUIDE: Unlike Star 4, the key here is swimming as fast as possible. Get as close as you can to the Manta and keep on its tail, swimming like mad to go through the rings as they appear. If you dawdle, the rings drift away and chasing after one will leave you too far from the Manta Ray to get the next. Swim through five consecutive rings and the Star will appear just above the whirlpool, so approach with caution.



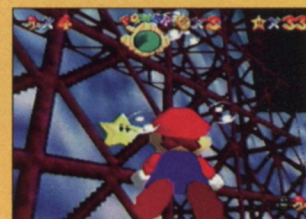
THEY LOOK DANGEROUS, BUT THEY'RE THE KEY TO WINNING ANOTHER STAR.

COLLECT THE CAPS

STAR 6

OBJECTIVE: Collect the Caged Star. **GUIDE:** Go through to the second dockland area. Do a backflip over the red scaffolding and collect the Vanish Cap from the Blue Exclamation Box. You can now jump in the water and swim for the caged Star.

Alternatively, while Mario is dematerialised walk through the next red scaffolding wall and collect the Metal Cap. Now jump into the water and walk right into the cage for Star 6.



THE SIXTH STAR IS ONLY A FEW FEET AWAY, BUT IT MIGHT AS WELL BE ON THE MOON UNTIL MARIO CAN GET OVER THE SCAFFOLDING.

COLLECT 100 COINS

STAR 7

OBJECTIVE: Find and collect 100 Coins (or equivalent).

GUIDE: Since there are only 106 Coins it's a very good idea to combine this objective with Star 3. Remember you need to collect Star 7 (which will let you save and proceed) before Star 3 - which will take you out of the Course.

The Coins are mostly easy to find, but watch out for the line of Yellow Coins on the wall near the Course's start and the circle of Yellow Coins on

the floor of the second area. Also, there's a line of Yellow Coins by the hole through which the submarine has gone - there's a very strong current here which can pull Mario out of the Course if you're not careful. **MAXIMUM COIN SCORE:** 106 Yellow Coins (or equivalent)
First Water Area:
42 Yellow Coins.
Second, Docklands Area:
8 Red Coins (16 Yellow Coins)
6 Blue Coins (30 Yellow Coins) in Blue Box.
18 Yellow Coins.

COURSE 10

Snowman's World

ENTRY REQUIREMENT: Second Big Key and 50 Stars.

DESCRIPTION: The second snow world is built around a huge Snowman building at its centre. Although surrounded by ice and wood platforms, the Snowman is actually alive and will try to blow away any 'ants' which dare to walk on it!

Surrounding the Snowman are numerous ponds and pools, one is iced over, another slowly drains energy while the most hazardous acts just like lava – the slightest contact shooting Mario into the sky, howling with pain.

SNOWMAN'S BIG HEAD

STAR 1

OBJECTIVE: Grab the Star from the top of Snowman's head.

GUIDE: There's at least two ways to do this. If want the easy way, skip ahead to Star 6 and come back when you've got that. Okay, presuming you've activated the Cannon it's pretty obvious, isn't it? Aim directly over the Star, compensating for gravity, air resistance etc, and fire!

Alternatively, traditionalists preferring to take things in proper order should go forward and circle around to the pond behind the Snowman. Jump over the snow-waves, then Double Jump or execute a Backwards Somersault to clamber onto the top of the Machine. If you get caught by a wave, try to move ahead of it and then jump.



P-P-P-PICK UP A PENGUIN!

Carefully follow the path around up to the transparent ice bridge. To get past the Snowman's breath you need to use the Large Penguin as cover. Stand on the Penguin's left and copy its moves. If you find this difficult, use a backflip to jump on top of the Penguin's head and cross the ice bridge in style!

After reaching the other side of the ice bridge, Mario can easily collect Star 1!

WHIRL FROM THE FREEZING POND

STAR 4

OBJECTIVE: Use Flowerhead to reach top of snowbank.

GUIDE: To the right of the Snow-Wave Machine there's a wooden wall providing an unclimbable face to a high snowbank. On top of this are two Yellow Exclamation Boxes, the left containing Star 4 and the right a Green Koopa Shell. It's possible to get onto this snowbank by doing a backflip off the tree just beside the sign before the Freezing Pool. You'll need to run and jump on the snowbank – it's not easy, but it is possible. Alternatively, you could shoot Mario there using the Cannon activated in the Igloo (see Star 6).

An easier option, is to jump onto the Snow-Wave runway. Notice how one of the Flowerheads actually emerges from the Freezing Pool. If Mario jumps on him just as he's doing this, he will spin up into the air and can be guided onto the snowbank. Now simply walk over and collect Star 4.



JUST JUMP AND HEADBUTT THE BOXES FOR A KOOPA SHELL AND A STAR.

SHELL SHREDDIN' FOR RED COINS

STAR 5

OBJECTIVE: Find and collect every Red Coin.

GUIDE: Coins can be collected in any order, but this is our recommended route. As usual, it's a good idea to combine this Star objective with Star 7, remembering to get the 100 Coins before collecting Star 5.

RED COIN 1: Just right of the Start position by two trees.

RED COIN 2: By the Yellow Exclamation Box and Snowman just before the Freezing Pond.

RED COIN 3: On the snowbank above the Freezing Pond.

(For how to get on the snowbank, see Star 4.)

RED COIN 4: On the snowbank above the Freezing Pond.

RED COIN 5: On the snowbank above the Freezing Pond.

RED COIN 6: On the snowbank above the Freezing Pond.

RED COIN 7: On the super-cold lake beneath the Ice Bully.

(The super-cold lake acts like lava, the only way to safely cross it is using the Green Koopa Shell from the snowbank's Yellow Exclamation Box.)

RED COIN 8: On the super-cold lake beneath the Ice Bully.

The Star will appear near the Start.

CHILL WITH THE BULLY

STAR 2

OBJECTIVE: Freeze the Ice Bully.

GUIDE: Go forward and left to find the super-cold lake with an ice sheet suspended above it. Patrolling on top is a blue Ice Bully with an orange spike. Fortunately, the Ice Bully doesn't cope with the ice that well. If you stand close to the edge, and backflip over his attack, he'll often slide over and kill himself for you! Alternatively, punches and Bottom Bounces are required, the latter particularly tricky with the Ice Bully's size and speed. Stand near the edge, backflip over the Ice Bully and then punch him to send him over. Star 2 appears above the ice platform.



THIS CHILLY BULLY CAN BE TRICKED INTO SLIPPING TO HIS OWN DOOM!

IN THE DEEP FREEZE

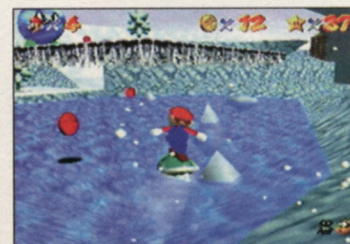
STAR 3

OBJECTIVE: Collect the Star from inside the Puzzle Ice Cube.

GUIDE: Couldn't be easier. Go left from the start to find the Ice Cube. Enter it from behind, then Double Jump inside opposite the Star. Climb on top of the Ice Cube, then drop down into the small hole for Star 3.



ICE TO SEE YOU.



THIS WATER IS PAINFULLY COLD!



TOTALLY TUBULAR, DUDE.

INTO THE IGLOO

STAR 6

OBJECTIVE: Collect the Caged Star.

GUIDE: Obtain the Green Koopa Shell using one of the options mentioned in Star 4. Now surf up the incline just beside the Snow-Wave Machine. There's a line of Yellow Coins to show the way. Remember to dip down, then pull up if the Shell is losing speed. To enter the igloo, Mario must crawl – hold down the Z button. You'll be pleasantly surprised to see Star 6 immediately before you; sadly it's encased in ice and can't be reached directly.

Before collecting the Star, go left to find the pink Bob-omb Buddy, apparently imprisoned behind ice walls. In fact, at the far left side there's a tiny gap which Mario can sidestep through. After activating the Cannon, as well as collecting an extra life and Coins from the two Yellow Exclamation Boxes, exit through the gap. Go forward past the pink Bob-omb and toward the Star. Take the left turn just before the Star, and the next left leads to the cell in which the Blue Exclamation Box is contained. Backflip on top of the ice wall, drop down and collect the Vanish Cap. Retrace your steps to collect Star 6.



"BAD GUYS? WHAT BAD GUYS?"



BEAM ME UP, SCOTTY!

COLLECT 100 COINS

STAR 7

OBJECTIVE: Find and collect 100 Coins (or equivalent).

GUIDE: Since there are only 117 Yellow Coins (or equivalent) it's a good idea to combine this objective with Star 5. Remember you need to collect Star 7 (which will let you save and proceed) before Star 5 which won't. Also remember, you only get one Green Koopa Shell – use it wisely.

MAXIMUM COIN SCORE: 117 Yellow Coins (or equivalent)

8 Red Coins (16 Yellow Coins)

48 Yellow Coins by beating enemies



THERE ARE PLENTY OF COINS VISIBLE HERE, BUT THEY'RE ALL TRAPPED BEHIND THE ICE. HOW DOES MARIO GET TO THEM? READ ON!

15 Yellow Coins out on the snow
38 Yellow Coins inside Igloo



MARIO TAKES A TUMBLE.



CAREFUL USE OF THE SHELL IS VITAL.

Bowser Course 1: The Dark World

ENTRY REQUIREMENT: 8 Stars.

DESCRIPTION: The Dark World consists of a long, elaborate course which doubles back on itself with moving platforms, see-saw platforms and some nasty traps.

OBJECTIVE 1: Defeat Bowser and win the Big Basement Key.

GUIDE: Walk forward, either leap over or tiptoe along narrow bridge. Beware

flamejet by Purple Exclamation Switch. Step on moving blue tile and let it carry you around. Walk up and around stone path – watch out for flamejet. Drop onto blue ledge, then jump onto rotating blue platforms. Jump onto grey platform.

A Yellow Exclamation Box contains an extra life. Walk up the wooden bridge. Avoid the bombs as you cross the blue bridge.

There's a Red Coin hidden by the third crystal, which you should watch out for if you need Energy. Jump onto the yellow platform and then onto the stone platform. Collect the three Yellow Coins from the Yellow Exclamation Box. Drop onto the yellow platform as it's moving away and jump onto the stone platform.

Step onto the moving blue tiles, moving off onto the right moving tiles and then the blue stone platform. You will now see two See-Saw platforms. Jump onto the nearest one and stand in the middle of its nearest half. Wait until it has see-sawed downward, then run upwards and jump onto the second, higher see-saw platform. Jump onto the blue stone platform.

Drop down onto the Purple Exclamation Switch and go up the staircase which it forms. Read the sign and jump into the Green Pipe!

OBJECTIVE 2: Find and collect all eight Red Coins for a Castle Secret Star.

GUIDE: Coins can be collected in whatever order you like, but this is our recommended route:

RED COIN 1: At the Start.

(Although you won't notice it initially, there's a Red Coin floating on



SPEED IS VITAL ON THE SEE-SAWS.

the right. To collect it, go forward and, while avoiding a flamejet, step on the Purple Exclamation Switch. Mario now has 15 seconds to return to the start and walk along temporary wooden crates to collect the Coin.)

RED COIN 2: By Purple Exclamation Switch. Press the Purple Exclamation Switch to materialise a wooden crate underneath Red Coin 2 – directly opposite the flamejet.

RED COIN 3: Third Crystal On Stone Path.

RED COIN 4: Second Half Of Yellow Platform. Swing your perspective round as you're standing on the stone platform to see Red Coin directly below. Wait until the platform's moving away, then drop down to collect it.

RED COIN 5: Blue Moving Tiles. Stand on one and let it carry you around.

RED COIN 6: On The Spiked Platform. When you arrive on the platform by the See-Saw platforms look around



MARIO AUDITIONS FOR A PART IN TERMINATOR 3.

COURSE 11

Wet-Dry Land

ENTRY REQUIREMENT: Second Big Key.

DESCRIPTION: A huge, box-shaped room plays host to watery antics with diamond-shaped switches allowing you to vary the water level. The most important secret is hinted at on a sign within the game: 'the depth players bring'. Basically, the height at which Mario enters the painting sets the level at which he'll find the water. A backflip in at the highest level will set the water at a level otherwise very difficult to achieve!



EXTRA LIVES CAN BE FOUND LURKING IF YOU LOOK CAREFULLY.



TAKE BOWSER FOR A SPIN.

and you'll see a narrow wooden bridge leading to the Spiked Platform with an Electrobomb and a Red Coin. The Yellow Exclamation Box contains an extra life.

RED COIN 7: By The See-Saw Platforms. To the left of the See-Saw Platforms is a narrow blue stone ledge with columns rising up to support the Platforms. Between the final two is a Red Coin.



THE KEY IS MARIO'S!

RED COIN 8: The Platform above the See-Saw Platforms. You need to be on the second See-Saw Platform and angle it so you can run and jump onto the middle platform above. There's an extra life on this and you can jump from here to the next platform and the Red Coin. The Star will appear behind the Green Pipe at the level's end. When you collect it, you'll be given the option to save the game. Either way Mario can proceed to face Bowser.

FIRST BOWSER CONFRONTATION

GUIDE: The instant Bowser ends his warning speech, Mario should run behind him and grab his tail using the B button. Rotate the Controller Stick to spin Bowser around and then press B to release him. To defeat Bowser, Mario must throw him into one of the spiked bombs which surround the circular battlefield. If you miss a bomb with your first effort – under normal circumstances, the nearest bomb at the start is just to the left – then one useful tip is to stand near a bomb so when Bowser attacks, Mario can grab him and easily hurl him against it. Ka-boom!

REWARD: Bowser will grudgingly hand over the Big Basement Key.

SHOCKING ARROW LIFTS

STAR 1

OBJECTIVE: Avoid Electroballs to collect Yellow Exclamation Box Star.

GUIDE: If you enter the Course picture at middle height, you'll need to raise the water level. From the start position, jump onto the wooden platform behind Mario and step on the Purple Exclamation Switch – watch out for the fire. A long line of wooden crates will appear. At the top is a Diamond Switch; walk through it to raise the water.



THESE BLOCKS MOVE IN THE DIRECTION OF THE ARROWS.



MARIO TAKES A GIANT LEAP FOR ALL MANKIND.

Swim to the floating wooden platform nearest the wall and the brown tower with two yellow arrows on its side. You can backflip from here onto one of the small arrow platforms. These move in the direction indicated by arrows on their top. Patrolling Electroballs on the tower deliver a nasty looking shock, but since it only costs one energy per hit just take the pain. Star 1 is in the Yellow Exclamation Box.

TOP O' THE TOWN

STAR 2

OBJECTIVE: Reach the topmost point of the Course.

GUIDE: Again presuming a midpoint water level, swim from the start to a long curved concrete ramp leading to the main area. Your objective is to get to the top. You can use a Koopa Skoopa to fling you there, but far safer is to find the white and red-trimmed box beside a Yellow Exclamation Box (which contains Yellow Coins). Push the box away from the Yellow Exclamation Box so you can climb on top and use it to backflip up to a higher platform. Another backflip off this platform will take you to the top.

Watch out for the Purple Boss who will try and throw Mario off his building. Run around him and jump onto the wooden plank. It's very narrow, so adjust your view for precision control and move carefully. The plank is patrolled by two Electroballs. Jump off the plank onto a dark grey platform. There's a grey ball in the middle which will release a fast-moving flame. If it touches Mario, run in a tight circle to avoid falling off. Besides the platform is a fast-spinning grey platform – leap onto it. The Yellow Exclamation Box, containing Star 2 is on the nearby checkerboard platform.



THESE PLATFORMS REQUIRE PRECISION JUMPING.

SECRETS IN THE SHALLOWS AND SKY



STAR 3

OBJECTIVE: Find Five Special Spots.

GUIDE: As with Red Coins, these Spots can be collected in any order but here's our recommended route.

Either jump in the picture at a low point or find the lowest Diamond Switch to lower the water (it's in the corner just below the curved path before Mario when he starts).

At the far end of the Course, below Star 1, there's a white and red-trimmed box. Move it left along the wall to find the **SPOT 1**. When you collect it you'll hear a weird noise and a '1' will briefly appear. Keep pushing the box until it's under a Yellow Exclamation Box. Jump up for **SPOT 2**.

Now jump onto the main building to your right. Avoid the Koopa Skoopas and push another white-and-red-trimmed box into the wall for **SPOT 3**. Now find the nearby Diamond Switches to raise the water level – there's one switch on a white platform under the wooden platform you start beside. A second is atop a white tower, orbited by an Electroblob, which is nearby.

Now you can walk up the curved ramp and find the tower which is circled by an Electroblob. Sneak inside its orbit and backflip onto the tower's top for a Yellow Exclamation Box with **SPOT 4**. Now go over to the big cage and hit the Purple Exclamation Switch. Jump up the wooden crates to

reach its top. **SPOT 5** is by the Yellow Exclamation Box. Collecting it will cause Star 3 to appear on the wooden platform near the start position. Jump down into the water and collect it.



HITTING THE EXCLAMATION BOX WILL MAKE THE STAR APPEAR ON A WOODEN PLATFORM BELOW.

EXPRESS ELEVATOR – HURRY UP!

STAR 4

OBJECTIVE: Race Express Wooden Elevator for Star 4.



CAN YOU OUTFRAN AN ELEVATOR? YOU'LL NEED TO PRACTICE!

GUIDE: To do this, you must first lower the water to its lowest level using the Diamond Switch under the curved path near the start. Next go over to the nearby cage and smash the crate blocking a hole in the cage.

Now you have to get to the top of the building without raising the water. To do this, use the Koopa Skoopas. Simply make sure the Skoopas is facing away from the direction you want to be thrown when Mario's caught. Repeat this twice, then get to the top of cage using the wooden crates activated by

the Purple Exclamation Switch.

There are two wooden platforms by the cage. The one by the Star won't move, but the other will – it's the Express Elevator. Touch it and it will immediately begin to descend. At this point Mario must jump off – the fall will cost 3 energy units – and then run into the cage through the space cleared by destroying the crate. The elevator will only pause for a second and Mario must backflip onto it before it starts to rise. When it reaches the top, simply walk over for Star 4.

GO TO TOWN FOR RED COINS

STAR 5

OBJECTIVE: Find and collect every Red Coin.

GUIDE: Secret Town is only accessible by entering the wire mesh column in a corner of the first area. If you don't want to use the water entry trick (see below), you'll have to raise the water using the Diamond Switches. The water will still be lower than the maximum and you'll need the Cannon. Near one wall there's a floating checkerboard platform with the pink Bob-omb Buddy on it. There's a floating wooden platform beside it. Using the Diamond Switches, the platform is too low for Mario to jump from directly. Instead he must long jump diagonally toward the wall, then wallkick off the wall to land on the platform.

This won't be easy and it's a good idea to immediately collect another Star, perhaps Star 1 again, simply to

save the game with the Cannon activated. The Cannon opens on top of the building with Star 1. Now simply shoot Mario over into the mesh column.

Alternatively, if you backflip into the Course picture at the highest point the water will be almost at the top. Mario can now jump from the wooden platform to the Bob-omb Buddy's one, but you don't need to. Mario can simply jump over into the column from the water!

Once in the wire mesh column, Mario must swim downward. There are barriers to swim under and then over before emerging into the flooded Secret Town. There's a Diamond Switch right by the entrance to bring the water level down.

Now, at last, Mario can begin collecting the Red Coins! As usual, Coins can be collected in any order, but if Mario dies then every coin is lost and must be collected again. As usual, it's a good idea to combine this Star objective with Star 7,



THIS CHURCH MARKS THE LOCATION OF THE FIRST RED COIN.

remembering to get the 100 Yellow Coins before collecting Star 5. You should collect as many Yellow Coins in the main area before proceeding to the Secret Town which has a dozen or so Yellow Coins as well the 8 Red Coins (16 Yellow Coins).

Our suggested route begins with a visit to Church: **RED COIN 1** is in a crate on the church steps. Note Star 5 shadow in church alcove. Drop down onto church walls and carefully follow them around. Climb on top of a crate and jump onto the nearby roof. Punch

Bowser Course

ENTRY REQUIREMENT: Course 9's Star 1.

DESCRIPTION: The Fire Sea is awash with flame and fiendish traps.

Unlike the Dark World, falling off a platform isn't usually fatal but you'll need fast reactions to steer a singed Mario back onto the Course after touching the Fire Sea. Once again, one of the hardest challenges is Bowser and if you lose you jump back to the Bowser confrontation entrance. So stock up on lives before entering the Course so you can keep returning to the fight.

OBJECTIVE 1: Defeat Bowser and win the Second Big Key.

GUIDE: Walk onto the mesh platform, then jump onto the concrete block as the mesh platform will descend into the lava. Jump back onto the mesh platform, then left onto an inverted pyramid platform. Watch for it moving under Mario's weight and jump to the next one, then back to the mesh platform. This will take Mario to a concrete platform with an extra life. Ahead is a hilly blue stretch which rises and sinks in the lava; fortunately the tops remain above the lava. It's possible to run and jump across without pausing. You'll arrive on a platform with a Bully. Go forward to the Rotating Energy Heart and kill the three Goombas – you might drop down here and it's a good idea to prevent them having a chance to surprise you.

Go forward and jump onto the pole rising out of the lava – watch out for the orbiting electroblob. You

the crate for **RED COIN 2**. Jump back onto the church walls and punch the two crates for **RED COINS 3** and **4**. Go to the right of the building with Red Coin 2. There are two trees and a Yellow Exclamation Box (containing an extra life).

Do a handstand on the tree nearest the white building. Hold jump down hard and Mario'll catch the top of the building with his fingertips. Otherwise, you'll have to wall jump to get on top. Punch crate for **RED COIN 5**. Now go round to the left side. There's a green trough between two buildings. Wallkick between the buildings to get to the top. **RED COINS 6** and **7** are in wooden crates, one on each building's roof. Now simply collect **RED COIN 8** from the roof of the church and Star 5 will appear below.

Fire Sea

can backflip from here onto the end stone platform, where a Yellow Exclamation Box contain a few Yellow Coins. Jump from here onto the next stone platform, watch for it rotating under your weight – note Red Coin. Jump onto the green striped pole and climb up. If you do a handstand at the top, you'll get an extra life. Then walk over to stone elevator.

This takes Mario to another stone platform. Jump onto the yellow platform as it's going away from you and jump again to avoid flamejet. Run up grey slope, jumping to get to top.

Go down slope, jumping to stop slide into lava. Jump up to wire mesh, using B to hang on as climbing over lava if you want the Yellow Coins – if not, jump on top of the mesh and

walk over. Walk over two sliding grey platforms. Run past two Bullies and go upwards. This whole area is rising, so watch for shadows indicating objects which may soon come into reach. A Yellow Exclamation Box contains an extra life.

The last platform rises to meet a stone pathway. Follow this around, watching out for Flameball and Fizzing Bomb. A Yellow Exclamation Box contains a lot of coins.

There's another lava tidal area. Walk down at low tide, wait for the flamejet, then jump to the nearest blue top, then quickly to the next where you can pause before repeating the procedure. There's a Rotating Energy Heart at the end to top up lost energy – remember, if you do get singed with lava you can still control the direction of Mario's crazed leap.



BOWSER'S AT IT AGAIN. FOLLOW OUR GUIDE, AND HE WON'T LAST LONG.

Now jump onto the mesh platform and climb up the blue pole. Jump off, using Mario's hat as a guide, then walk across and wait for second pole to rise up. Jump on, then jump off onto the stone platform. Jump onto the third pole and jump off at the top.

To meet Bowser, run over the yellow blocks then drop down through funnel.

OBJECTIVE 2: Find and collect all eight Red Coins for a Castle Secret Star.

GUIDE: As usual, Coins can be collected in any order but this our recommended route.

RED COIN 1: On Mesh Platform. Walk up the mesh walkway which leads off to the left from just before the first Bully.

RED COIN 2: On Rotating Stone Platform Jump a few times if the the platform's angle becomes too steep under Mario's weight.

RED COIN 3: In Mesh Room. Adjust the camera angle until you spot the Coin, then use a backflip or double jump to collect it.

RED COIN 4: Below Grey Stone Elevator. Quickly step off Elevator as it rises, then drop down under it to collect the Coin and land near the Bully.

RED COIN 5: On Island right of Stone Slope. Just before the climbing frame, go right along top of slope then go up to island.

RED COIN 6: Above Third Stone Platform. Just before the final stretch, there are a series of mesh-linked stone platforms which are slowly moving up and down. The Coin is just above the last but one platform.

RED COIN 7: Near last flamejet in lava sea. See Objective 1 Guide for more.



JUST HANGING AROUND!

RED COIN 8: Above Third Pole. Simply do a handstand to collect this Coin.

Now the Star will appear above the stone roof at the start of this section. To get to it, do a handstand on the last pole and jump onto the stone platform with the Yellow Exclamation Box. Now crawl along the top of the wall to reach the next platform where the Star and an extra life are. After collecting the Star, go on to meet Bowser.

SECOND BOWSER CONFRONTATION

GUIDE: As soon as you survive Bowser's initial temper tantrum, run to the edge of the battlefield beside a bomb. Bowser will tilt the battlefield again, but if you survive this Bowser will eventually charge you. Crouch down and backflip over him. Bowser should now be balanced on his toes trying not to fall off. Quickly grab his tail and begin swinging him around, rotating the joystick as usual. Slamming him into the bomb should be relatively simple.

REWARD: Bowser hands over the Second Big Key, giving access to the Castle's top floor.

QUICK RACE THROUGH DOWNTOWN

STAR 6

OBJECTIVE: Use Vanish Cap to collect Secret Town's Caged Star.

GUIDE: Go to Secret Town using the same route outlined for Star 5.



PLAYERS WITH ARACHNAPHOBIA DON'T NEED TO WORRY – EVEN THE SPIDERS ARE CUTE!

Drain water to its lowest level. Find Blue Exclamation Switch on the right of the Church. Run forward to left of building immediately ahead, turn right and run around the back of it over Purple Exclamation Switch. Bear right, running through grey brick walls, and into cage. Jump on wooden crate (briefly materialised by Purple Exclamation Switch), backflip and climb up normally for Star 6.

It is possible to reach this Star without the wooden crate, by doing the wallkick inside the cage, but it's a little tricky. Use the Vanish Cap to exit the cage if you want to rerun the procedure for the crate.

COLLECT 100 COINS

STAR 7

OBJECTIVE: Find and collect 100 Coins (or equivalent).

GUIDE: As long as you've got a good route through to the Secret Town this is relatively easy. Once again, it's a good idea to combine this objective with Star 5. Remember you need to collect Star 7 (which will let you save and proceed) before Star 5 which will take you out of the Course.

MAXIMUM COIN SCORE: 163 Yellow Coins (or equivalent)

39 Yellow Coins on the ground.

36 Yellow Coins in Yellow Exclamation Boxes.

15 Yellow Coins hidden inside Crates.

11 Yellow Coins won by defeating enemies.

6 Blue Coin (30 Yellow Coins) from Blue Coin Box.

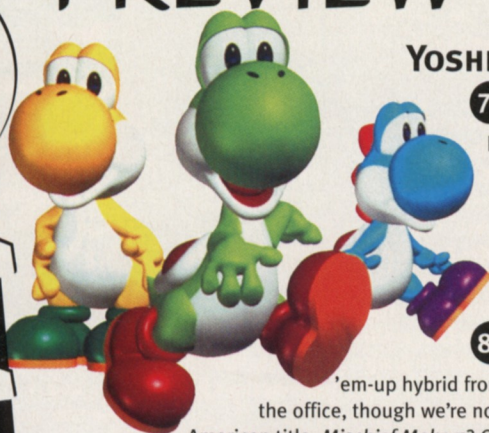
8 Red Coins (16 Yellow Coins) in the Secret Town (Star 4).



Join us next month for the **FINAL** part of this **MASSIVE** solution!

THERE AREN'T MANY N64 GAMES ON THE SHELVES DOWN AT YOUR LOCAL BRANCH OF GAME, ARE THERE? WORRY NOT – THERE'LL BE MORE ALONG SOON. PROBABLY. THE GAMES OVER THE NEXT 17 PAGES WILL BE SHOWING UP AT ANY TIME BETWEEN NEXT MONTH AND THE END OF 1998 – HOPEFULLY SOONER RATHER THAN LATER!

PREVIEW PALACE



YOSHI'S ISLAND 64

78 Mario's reptilian (yet cuddly) sidekick gets a second game to call his own – Shigeru Miyamoto's *Yoshi's Island 64*. You think you've seen bright colours? You ain't seen nothin' yet!

Go! Go! TROUBLEMAKERS

80 Or *Yuke! Yuke!* if you prefer. This bizarre platform/shoot-'em-up/beat-'em-up hybrid from Enix is eagerly awaited by everyone in the office, though we're not keen on the newly-announced American title. *Mischief Makers*? Che! Sounds like a spin-off from *Rugrats*!



THE LEGEND OF ZELDA 64

82 What, again? Yes, again. Face it – this is one game you won't be able to get enough of before it appears. Whenever that might be.



EXTREME G

84 Acclaim take it to the limit one more time with this futuristic bike-cum-megadeath weaponry game. Don't forget your helmet.



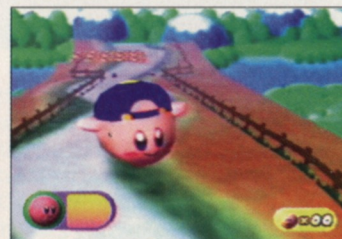
LAMBORGHINI 64

88 More very expensive motor cars are pushed beyond their limits, and there isn't a sign of Jeremy Clarkson or that racing driver bloke with the face like leather.



KIRBY'S AIR RIDE

90 Minor league Nintendo mascot in backwards baseball hat fashion disaster shocker!



QUAKE 64

92 For all those who think that N64 games are just too full of cuddly, fluffy, happy characters... wait till you get a load of this!



MOST LOOKING FORWARD TO...

WHAT ARE THE GAME ADDICTS AT 64 MAGAZINE ITCHING TO PLAY THIS MONTH? IT'S...

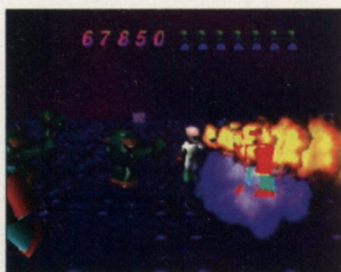
QUAKE 64

The news that Nintendo's own *Goldeneye 007* will have a four-player mode in the style of *Mario Kart* (well, not quite – Bond taking out Blofeld and co with Koopa shells doesn't sound quite right) gives all the blood-crazed deathmatch fanatics in the office hope for the future, and the possibility of 64DD network support leaves them positively frothing from various orifices. For more info on *Quake* (like you've never heard of it – you'd need to have been living inside that Martian meteorite for the past million years not to have done so) see the preview on page 92, but suffice it to say that it's one game where playing against a human adversary is very definitely the way to go. Charge nailguns! Rev chainsaw! Splaaaaaatt! Course, if doesn't have a multi-player mode it'll only score three percent...



ROBOTRON X

93 Welcome to the mecha-jungle! It's kill or be killed in this update of a classic arcade machine.



EARTHWORM JIM 3-D

93 Another familiar old face, albeit a segmented and spineless one, makes the transition to the Nintendo 64.



MORTAL KOMBAT MYTHOLOGIES

94 All those different versions of the game, and they still haven't learned how to spell 'combat'...

CASTLEVANIA 64

94 Still more 64-bit updates, this time of Konami's long-running vampire hunting series. And it looks great!



COMING SOON TO AN N64 NEAR YOU...

THIS IS A PRETTY MUCH COMPLETE LIST OF N64 TITLES IN DEVELOPMENT AROUND THE WORLD (APART FROM A COUPLE OF REALLY OBSCURE JAPANESE ONES...).

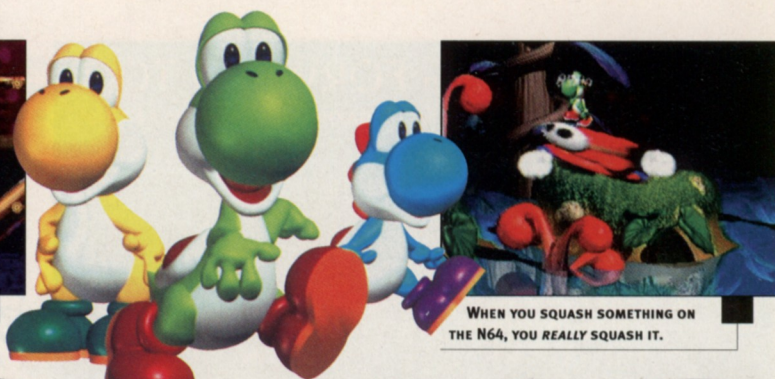
- | | |
|--|--|
| 3-D Fighting (Imagineer) | Mario Paint 64 (64DD) (Nintendo) |
| Actua Golf (Interplay) | MLB Featuring Ken Griffey Jr. (Nintendo) |
| Aero Fighters Assault (McO'rver) | Mission: Impossible (Ocean) |
| Aero Gauge (ASCII) | Mortal Kombat Mythologies: Sub-Zero (Midway) |
| Baku Bomberman 64 (Hudson Soft) | Mr Tank (GT Interactive) |
| Banjo-Kazooie (Nintendo) | Multi-Racing Championship (Ocean) |
| Battle Dancers (Konami) | Namco Baseball (Namco) |
| Battle Sport II (3DO) | NBA Hangtime (Midway) |
| Bio Freaks (Midway) | NBA In The Zone '98 (Konami) |
| Blade & Barrel (Kemco) | NBA Jam Extreme (Acclaim) |
| Body Harvest (Nintendo) | NFL Quarterback Club '98 (Acclaim) |
| Buggie Boogie (Nintendo) | NHL Breakaway '98 (Acclaim) |
| Cabbage (64DD) (Nintendo) | Ogre Battle Saga (Quest) |
| Cavalry Battle 3000 (Japan System Supply) | Pilotwings 64 II (Nintendo) |
| Castlevania 64 (Konami) | Pocket Monster 64 (64DD) (Nintendo) |
| Centipede X (Midway) | Power League 64 (Hudson Soft) |
| Chameleon Twist (Japan System Supply) | Quake (Midway) |
| Clay Fighter 63 1/3 (Interplay) | Quest 64 (T-HQ) |
| Command & Conquer (Virgin Interactive) | Quest for Camelot (Titus) |
| Creator (64DD) (Nintendo) | Raze (Interplay) |
| Cruis'n World (Midway) | Rev Limit (Seta) |
| Cu-On-Pa (T&E Soft) | Robotech: Crystal Dreams (Gametek) |
| Dark Rift (Vic Tokai) | Robotron X (Midway) |
| Dead Ahead (Optical Entertainment) | Rotor Gunners (TecMagik) |
| Deadly Honor (TecMagik) | San Francisco Rush (Midway) |
| Donkey Kong Country 64 (Nintendo) | Sim City 2000 (Imagineer) |
| Dual Heroes (Hudson Soft) | Sim City 64 (64DD) (Nintendo) |
| Duke Nukem 3D (GT Interactive) | Sonic Wings Assault (Video Systems) |
| Earthbound 64 (Mother 3) (64DD) (Nintendo) | Space Circus (Ocean) |
| Extreme G (Acclaim) | Space Station: Silicon Valley (BMG Entertainment) |
| F-1 Pole Position (Ubi Soft) | Super Mario 64 II (64DD) (Nintendo) |
| F-Zero 64 (Nintendo) | Super Mario RPG 2 (64DD) (Nintendo) |
| Fire Emblem 64 (64DD) (Nintendo) | Super Real Island (Seta) |
| Fishing (Nintendo) | Super Robot Spirits (Banpresto) |
| Forsaken (Acclaim) | Superman: The Animated Series (Titus) |
| Freak Boy (Virgin Interactive) | Tetrisphere (Nintendo) |
| Ganbare Goemon 5 (Konami) | Tales of Phantasia 64 (Namco) |
| Ghouls & Ghosts 64 (Capcom) | Tonic Trouble (Ubi Soft) |
| Goldeneye 007 (Nintendo) | Top Gear Rally (Kemco) |
| Golf (Nintendo) | Toukon Road: Brave Spirits (Hudson Soft) |
| Hexen (GT Interactive) | Turok 2 (Acclaim) |
| Hexen II (Midway) | Turrican 64 (Factor 5) |
| Hyper Olympics (Konami) | Ultra Combat (GT Interactive) |
| J-League Dynamite Soccer (Imagineer) | Ultra Descent (Interplay) |
| J-League Eleven Beat 1997 (Hudson Soft) | Unreal (64DD) (GT Interactive) |
| Jeopardy! (Gametek) | Virtual Pro Wrestling: Ultra Battle Royale (Asmik) |
| Jikkyo Golf Tournament '97 (Konami) | Wayne Gretzky's 3D Hockey '98 (Midway) |
| Joust X (Midway) | Wheel of Fortune (Gametek) |
| Jungle Emperor Leo (Nintendo) | Wild Choppers (Seta) |
| Kirby's Air Ride (Nintendo) | Wonder Project J2 (Enix) |
| Lamborghini 64 (Titus) | WCW Vs The NWO: World Tour (THQ) |
| The Legend of Zelda 64 (Nintendo) | WWF Wrestling (Acclaim) |
| Lode Runner 64 (Big Bang) | Yoshi's Island 64 (Nintendo) |
| Mace: The Dark Age (Midway) | Yuke! Yuke! Trouble Makers (Enix) |
| Magic: The Gathering (Acclaim) | Zelda DD (64DD) (Nintendo) |
| Mario Kart 64 (Nintendo) | |



BONUS FLOWERS CAN BE COLLECTED BY FIRING AN EGG AT THEM.



THE CURSOR USED TO LOB YOSHI'S PRECIOUS EGGS CAN BE SEEN HERE.



WHEN YOU SQUASH SOMETHING ON THE N64, YOU REALLY SQUASH IT.

YOSHI'S

Livin' on an **ISLAND**, waitin' for my **FRIENDS** to come... and we'll get **HIGH!**



THE GREAT THING ABOUT BEING A supporting character in a Nintendo game is that if you stick around for long enough, you stand a good chance of ending up as a star in your own right, a bit like Kevin Bacon. Donkey Kong did it, as did Wario, and Mario's own arm-deficient sidekick is set to have a second solo outing in *Yoshi's Island 64*.

Yoshi's Island 64 comes from the pen – or mouse, or whatever – of Shigeru Miyamoto, Nintendo's top game designer. For the uninitiated, Yoshi is a cutesified dinosaur of some description, possibly a spayed velociraptor, who despite always being referred to as a 'he' has the ability to lay eggs of many functions. Originally a beast of burden for the



YOSHI RUNS INTO THE VORHEES FAMILY OUTING. WE COULD TAKE THIS CHANCE TO WIBBLE ON ABOUT THE N64'S SPRITE ROTATION ABILITIES, BUT WE WON'T.

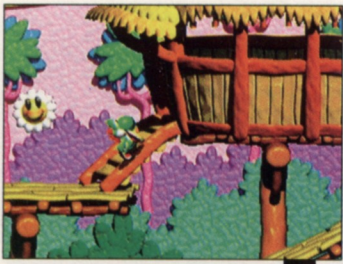


THIS SHOT GIVES A GOOD IDEA OF JUST HOW COLOURFUL *Yoshi's Island 64* WILL BE. DON'T BE FOOLED BY THE CHILDISH STYLE OF THE BACKGROUNDS – THE GAME IS GOING TO BE TOUGH!

lard-arsed Mario in *Super Mario World* on the Super NES, Yoshi threw off his chains and deposed the moustachioed Italian dictator in order to gain freedom in the original *Yoshi's Island*. Now he's back, in this frighteningly colourful 64-bit upgrade.

Details of the game's storyline are still vague, but the gameplay looks to be the same as before – Yoshi uses his prehensile tongue to swallow enemies and instantly metabolise

Yoshi's back



EXCITING JUNGLE HUT ACTION ON THE SET OF THE MAGIC ROUNDABOUT.



THIS CIRCLE OF STARS MARKS THE HALFWAY POINT OF THE LEVEL.



SUBTLE HINTS ABOUT THE WAY TO GO ARE NOT IN MIYAMOTO'S VOCABULARY.



ISLAND

Ninfo



Publisher:
Developer:

Nintendo
Nintendo

Game Type:
Origin:

Platform
Japan

Import Release:
UK Release:

Summer
4th Quarter '97



A THORNY DOOM AWAITS YOSHI IF HE MISTIMES HIS JUMP. YOU CAN SEE THE '2 1/2 DIMENSIONAL' GRAPHICS HERE - ALTHOUGH THE GAME PLAYS LIKE THE SUPER NES GAME, IT DOESN'T LOOK LIKE IT!



LAKITU WILL BE FAMILIAR TO PLAYERS OF SUPER MARIO 64 - HE RETURNS HERE IN A LESS BENIGN ROLE TO CAUSE THE YOSHSTER SOME GRIEF.

them into eggs, which then follow the little dinosaur around until called upon to be hurled at things. In the original, Yoshi's task was to ferry the baby Mario to safety; there has been no sign of the plumber on the N64 yet, but it's a dead cert that he'll be in there somewhere.

Other familiar faces from previous Miyamoto games are also present, from the cloud-flying Lakitu to ghosts, dino-eating plants and the evil Koopa

family. This time round, though, they're all presented in what Miyamoto has described as '2 1/2 dimensional' graphics, using all the Silicon Graphics hardware at Nintendo's disposal to create sprites that could have popped from the page of a child's drawing book. The final effect is quite eye-spinning!

Yoshi's Island 64 was at one stage rumoured to be one of the first 64DD games, the thought being that the

sheer amount of graphical and animation data would be too much even for one of Nintendo's monster cartridges, but the game is scheduled for a summer release in Japan, at least six months ahead of the 64DD launch (see 64 Showcase this issue).

Yoshi's Island 64 is a game that is high on our 'can't wait for this' list - the original Super NES game was superb to play, full of the neat tricks

and little surprises that Miyamoto loves to drop into his games (see 64 Chat on page 10), and this new N64 version looks set to continue the trend. With this and *Zelda 64* following *Mario 64*, *Wave Race* and *Starfox 64*, Nintendo have upped the ante on what people expect from their consoles. Everyone else out there is going to have to work hard to keep up, or else eat Miyamoto's dust!

Prospects: WILL THIS PLAY WELL? ARE BEARS CATHOLIC? DOES THE POPE... WELL, YOU KNOW.



in this frighteningly colourful game!



WHAT JAPANESE GAME WOULD BE COMPLETE WITHOUT A GIANT ROBOT OR TWO STOMPING AROUND THE PLACE?



DOES THIS REMIND ANYONE OF AXELAY ON THE SUPER NES? ALTHOUGH WITH A GREEN-HAIRED ROBOT MAID INSTEAD OF A SPACESHIP, OBV.

Ninfo		Publisher:	Enix	Game Type:	Action/platform	Import Release:	27 June
		Developer:	Treasure	Origin:	Japan	UK Release:	TBA

They'll be **MAID** to suffer!



"WATER, GIVE ME WATER... AND A MOP AND BRUSH."

WHEN MOST PEOPLE THINK OF maids, they probably have in mind someone like the girl in the rubber dress from the pre-Spice Girls Pepsi advert, who can come in and turn down my sheets any time she likes. Enix had to be different

though – they are based in a country that sells schoolgirls' soiled knickers from vending machines, after all – so the 'maid' who stars in *Go! Go! Troublemakers* is actually a robot who deals with problems by shaking them vigorously until they fall apart. On the other hand, that sounds like what the hotel maid from my last holiday in Greece did to my luggage, so maybe Enix got it right after all!

GO! GO! TROU



THIS BIRD-BOSS HAS TO BE DESTROYED WHILE YOU'RE LITERALLY HANGING BY A THREAD.

Go! Go! Troublemakers was developed by Treasure, who before moving onto the N64 created games like *Dynamite Headdy* and *Guardian Heroes* for Sega. *Troublemakers* follows a similar format to these, as it's a mutated cross between a scrolling shoot-'em-up, platform game and a beat-'em-up.

Marina, the cybernetic servant, was created by one Professor Gumbel (a relation of Barney from *The Simpsons*?) to do his chores and keep him company as he wends his way through space. On a planet called Nendoro, the Professor is kidnapped by the locals after doing something to piss them off (probably wearing socks



MARINA ISN'T JUST A GREAT MAID AND A SLICK-WRISTED FIGHTING MACHINE – SHE CAN ALSO DANCE!



AHH, WHAT A PLEASANT WOODLAND SCENE. WATCH SOME GIT COME ALONG AND RUIN IT.

Go! Go! Troublemakers



OH, IT'S NOT AXELAY AFTER ALL, IT'S R-TYPE.



BANGING A COUPLE OF UNCOOPERATIVE NENDOROS TOGETHER USUALLY BEINGS THEM AROUND TO OUR HEROINE'S WAY OF THINKING.

with sandals), so armed only with her enormous strength and exceptionally agile fingers, Marina sets out to rescue her master from the weird inhabitants of Nendoro.

Marina has no weapons of her own – what she does have is the ability to grab absolutely anything the Nendoros can throw at her, even the



THAT SCORCH MARK WON'T COME OUT WITH VANISH, NO MATTER WHAT THE MAD STARING WOMAN FROM THE ADVERT SAYS.

Nendoros themselves, and fling them back as missiles. Some enemies are carrying special items – treating them to the old Gareth Hunt shake is the only encouragement they need to surrender their possessions to the mechanical maid.

Once the Nendoros have been subdued with a brisk wrist action, some of them can then be used as platforms to reach hidden areas, released as bombs or just plain old hurled right back where they came

from. Unlike her *Stingray* counterpart, this Marina takes no crap from anyone.

With a plot like that, *Go! Go! Troublemakers* obviously isn't serious, and the graphics reflect this, with massive cartoony bosses, totally OTT explosions and a huge range of colourful battlegrounds for Marina to run, jump, swing and bounce her way through in her quest to save her maker. The N64 hasn't been exactly overloaded with traditional platform



SHE'S THE QUEEN OF THE SWINGERS!



MARINA ISN'T THE ONLY ROBOT IN THE GAME, THOUGH SHE'S GOT THE BEST LEGS.

games to date, so fans of the genre and lovers of all-action Japanese insanity can look forward to this. Watch for a review next issue.

P64

Prospects: SHOULD TIDE PLATFORM AND ACTION FANS OVER QUITE NICELY UNTIL THE ARRIVAL OF *YOSHI'S ISLAND 64*. THE JAPANESE STYLE MIGHT NOT BE TO EVERYONE'S TASTE, THOUGH.

BLEMAKERS



WHEN FACED WITH A HUGE DEATH RAY MACHINE, THERE'S ONLY ONE THING TO DO – CHUCK THE END OF A TUBE OF FRUIT PASTILLES AT IT!



THAT'S IT, MATE, YOU JUST WAFFLE AWAY IN MORSE CODE FOR A WHILE. I COMPLETELY UNDERSTAND WHAT YOU'RE SAYING.

Ninfo



Publisher:	Nintendo	Game Type:	Adventure	Import Release:	TBA
Developer:	Nintendo	Origin:	Japan	UK Release:	TBA

THE LEGEND

82



SO WE ALREADY DID A PREVIEW of *Zelda 64* in our first issue. Big deal. You got a problem with us doing another? What, you think if we get hold of great new



WE SHALL MANFULLY RESIST THE TEMPTATION TO USE THE OLD "LET'S HAVE A BIG HAND FOR LINK!" GAG.



AS IN PREVIOUS ZELDA GAMES, OBTAINING THE MYSTICAL TRI-FORCE IS A MAJOR PART OF THE QUEST.

screenshots like these of the most eagerly-awaited game since *Super Mario 64*, we're just going to sit on them or tuck them away in a tiny box in the news? Get real.

The bad news regarding *Zelda*, or at least the 64DD version, is that the release date has been postponed yet again. As we reported in 64 Showcase this issue, the 64DD's launch has been put back until at least March 1998 in Japan, and *Zelda* isn't even on the list of games that will be available when the add-on hits the shops. Boo! The cartridge version of the game, which will apparently be a more action-oriented affair than the adventure-style 64DD game, also looks to be slipping in the schedules –



CLOSE UP, LINK STILL REMAINS A DETAILED CHARACTER. EVEN HIS EYES ARE ANIMATED.



THIS GOLD-PLATED... WHATEVER IT IS, SHOWS OFF THE N64'S BUILT-IN REFLECTION ABILITIES. LINK HAS TO ATTACK THE HEAD – THE BODY IS TOO WELL ARMoured.

at the moment it has a vague release window of late 1997, but we'd bet parts of our anatomy (the odd bitten-off piece of fingernail, anyway) that it'll fall back to 1998.

The 3-D environment of the new game aside, the storyline seems to be little changed from earlier incarnations of *Zelda*. The world of Hyrule is once again being threatened

by the evil Gannon, and the key to his Blofeld-like scheme is Princess Zelda (as usual). Link must unsheathe his trusty sword and don his robust shield one more time to prevent Hyrule falling under the corrupt spell of Gannon and his many minions, and rescue the Princess. He's saved her so many times, you'd have thought they would have got married by now!



"AWRIGHT, DAWLIN'? WATCHO DOIN' TONIGHT? I'M OFF TO BEAT THE FORCES OF EVIL AN' ALL."

The Legend Of Zelda 64

It gets more **IMPRESSIVE** each time we **SEE** it!



64



LINK'S QUEST TAKES HIM UNDERWATER AT VARIOUS POINTS. HOPEFULLY THE YELLOW COLOUR IS NATURAL AND NOT BECAUSE IT'S SOME MONSTER'S URINAL!



COMBAT NOW TAKES PLACE IN A FULL 3-D ENVIRONMENT. LINK'S SWORD LEAVES A TRAIL IN THE AIR, A LA *SOUL EDGE*.

83

For *Zelda 64*, Link seems to have grown up a bit from the pointy-eared teen he was in previous games – he now looks old enough to get served in the village inn! A neat new touch is that



ARCHERY SKILLS ARE STILL ESSENTIAL TO DEAL WITH THE MONSTERS YOU'LL ENCOUNTER.

Link's power level is shown by the colour of his weapons, meaning less space is taken up on screen with status bars. When viewed in close up, he also turns his head to track approaching enemies, and even darts his eyes from side to side while checking his surroundings for danger.

As you can see from the screenshots, *Zelda 64* is already looking extremely

impressive, and with at least six more months of development to go the final product should be nothing short of spectacular. The question is, do you go for the cartridge version, or hold out until the 64DD game is released? Decisions, decisions... In the meantime, just take a good long look at the screenshots, and try not to drool too much!

P64



SOME OF THE BEASTS YOU RUN ACROSS ARE HUGE, SUCH AS THIS MAMMOTH FROG.

P64



QUICK! MUST... MAKE... IT... TO... PUB... BEFORE... CLOSING!



THIS SKELETON LOOKS GREAT... BUT HE'S MORE CUTE THAN SCARY, ISN'T HE?



IT'S EITHER AN EVIL SPECTRAL MONK OR A JAWA ON A HOVERBOARD. Hmm, wonder which?

Prospects: FORGET MARIO – *ZELDA 64* COULD BE THE GAME THAT CEMENTS THE N64'S REPUTATION FOR GOOD.



YOU WANT A ROLLERCOASTER RIDE? THIS TRACK LOOKS SET TO PUT THE CORKSCREW AT ALTON TOWERS OUT OF BUSINESS.



HOPEFULLY, THOSE PODS WILL TURN OUT TO BE WEAPONS RACKS RATHER THAN TWIN SIDECARS WITH OLD BIDDIES IN THEM.

Ninfo

Players

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Publisher:
Developer:

Acclaim
Probe

Game Type:
Origin:

Racer
UK

Import Release:
UK Release:

October
TBA

No good RACING games on the N64? On yer bike!

EXTREME G



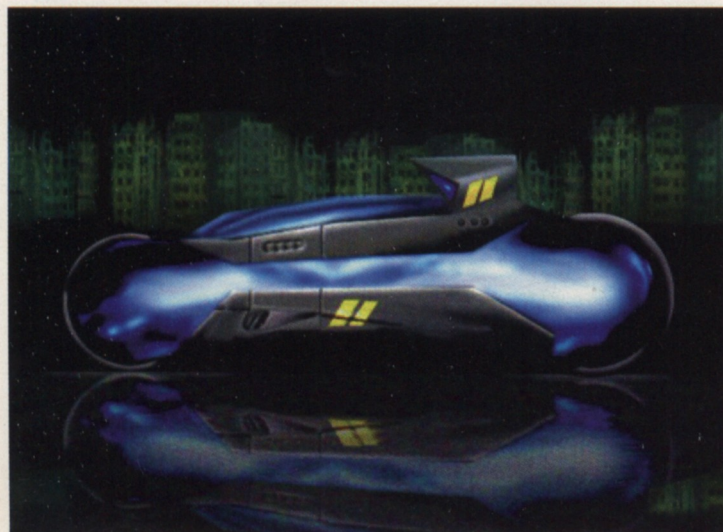
GUARANTEED WAYS TO HAVE an irate bloke beat the crap out of you: one, go into a Newcastle pub, spill somebody's pint and call him a poof. Two, mention the names *Extreme G* and *Wipeout 2097* in the same sentence to somebody from Acclaim.

Yes, it's pretty hard to deny that *Extreme G*, the upcoming N64 high-speed racer currently being programmed by reliable Brit coders Probe Software, does bear similarities to Psygnosis's futuristic PlayStation game. Super-tech vehicles, rollercoaster tracks, loads of weapons

and so on. Luckily, *Extreme G* has plenty of differences as well, the most exciting being the four-player mode. Fed up with the total campness of *Mario Kart*'s bananas and shells? Blow away your mates with missiles and blinding phosphor flares instead!

The vehicles in *Extreme G* (the name might still change before the game's American release in October) are flash-looking racing jetbikes, a cross between an RXTZ-17000 Ninja Nutter and the bikes from *Tron* with missile launchers and particle accelerators strapped to them. Whether you're playing against other humans in the split-screen mode or taking on the cold silicon minds of computer opponents, the 12 tracks promised in the game, from spaceports to ancient cities, look set to test your reactions to the limit.

If *Extreme G* is on a par with *Wipeout 2097* (there's that name again... stop hitting me, Mr Acclaim, there's nothing left in there), it'll be a real stormer of a game. If it's better, then the N64 is going to become the machine for adrenaline addicts. Ready, set, go!



ONE OF THE STYLISH FUTURISTIC BIKES AVAILABLE IN THE GAME. NOT SURE HOW IT STEERS, MIND.



"LOW BRIDGE, MIND YOUR HE-" (THUNK!)
"Oops, sorry about that!"



THIS SPACEPORT TRACK PASSES UNDER THE WING OF A GROUNDED SHIP.

Prospects: LOOKS SET TO DELIVER A TURBO-CHARGED BLAST OF RAW EXCITEMENT!



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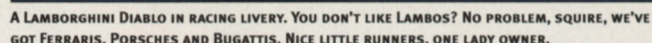
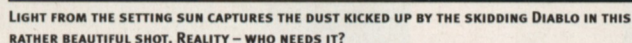
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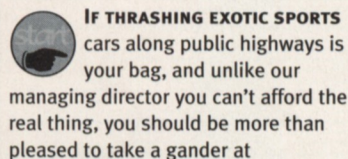
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Players:     Cartridge:  Disk Drive: 

Racer	Import Release: 23 September
France	UK Release: TBA

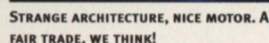
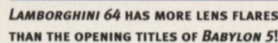
LAMBORGHINI



Lamborghini 64 from Titus. As you can see from the screenshots, the objective was to make a game that looks as gorgeous as the cars themselves!

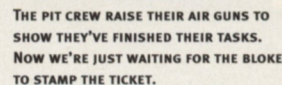
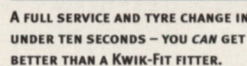
The game has both one- and two-player modes, and in addition to the *Diablo* pictured here will also boast a trio of other high-performance vehicles – a Ferrari F50, a Porsche 959 and a motor from the now defunct Bugatti. As well as the usual arcade, tournament and time trial games, there will also be a 'secret mode', which Titus are keeping to themselves for the moment. Since the Super NES ancestor of *Lamborghini 64* sported a bizarre combat game, which made use of the SuperScope light gun, it could be that something along the lines of the old coin-op *Special Criminal Investigations* might also make its way into the final N64 game!

Even the pre-release pictures on this page show that Titus have been working overtime to make *Lamborghini 64* look stunning. Great use has been made of the N64's box of graphical tricks to give the game some of the most realistic lighting effects ever seen in a videogame. As if the awesome-looking tracks already seen weren't enough, Titus also say that



Lamborghini
64 will be
64DD
compatible,
allowing extra
tracks to be loaded
from an upgrade disk when the 64DD
is released. The game is also
compatible with the Rumble Pak, so
when you plough a few hundred
grand's worth of Italian motor into a
wall at 200mph, you'll really feel it!

In all the initial cart will feature four circuits on which players can go mental (the 64DD upgrade may offer as many as twenty additional tracks), and all of them will have variable weather conditions and the



opportunity to drive at different times of day and night. For simulation fans *Lamborghini 64* has features like timed pit stops, manual gearchanges and car damage, but for those who just want to blast along at high speed and pretend to be in *The Cannonball Run*, the arcade mode should let you rip around the circuits with nary a thought for your no-claims bonus.

If *Lamborghini 64* can combine the lush visuals seen here with a decent turn of speed, and there's no reason to suspect that it won't, it could well turn out to be the best of the pack of upcoming racing games like *Multi Racing Championship* and *Top Gear Rally*. Gentlemen, start your engines...

Prospects: LOOKS AMAZING, AND LET'S FACE IT, EVERYBODY WANTS TO DRIVE A LAMBORGHINI – BUT WILL IT FIRE ON ALL CYLINDERS?

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Ninfo



Publisher:
Developer:

Nintendo
Nintendo

Game Type: Adventure/Racer
Origin: Japan

Import Release:
UK Release:

Late 1997
TBA

KIRBY'S AIR RIDE

Another old **FACE** from Nintendo **MAKES** it onto the N64!



KIRBY, KIRBY, KIRBY. THE mascot who never was. Just think, if Kirby had taken off like Mario, we'd have games like *Kirby World 64* and *Kirby Kart 64*, where the little pink blob races against his mates Green Blob, Blue Blob, Yellow Blob and Vomit-Coloured Blob. But it was not to be.

Still, Kirby has managed to make his way onto the N64 along with all of Nintendo's other old characters (Samus Aran from *Metroid* is also scheduled to appear – see 64 Showcase this issue). *Kirby's Air Ride* (provisional title) has changed a lot from early versions shown at various trade shows in the past, when it appeared to be a kind of racing game over mad landscapes, a lot like Konami's mental coin-op *Armadillo Racing*. The most recent shots that have been released now show a more adventure-like landscape, akin to



BLOB BOY HIMSELF. LOOK, I'M SORRY, BUT WEARING A BASEBALL HAT BACKWARDS IS NOT COOL, IT'S SAD.

Mario 64, but the aim of the game still seems to be the same – get the li'l pink fella from Point A to Point B as fast as possible.

This time out, Kirby has blagged some clothes from somewhere – he now sports the fashion tragedy that is a backwards-facing baseball hat. 'Rad', 'kewl', and stuff. Presumably this is to tie him in with his new



THE COURSES AREN'T LIMITED TO LAND. HERE, KIRBY AUDITIONS FOR *WAVE RACE 2*.



HAVING TRADED IN HIS BOARD FOR A STAR, KIRBY SWOOPS IN TO COLLECT A POWER-UP ICON.

mode of transport, a sort of hoverboard affair that whips across the colourful landscape at pace. Skilful control of the board lets Kirby jump through hoops and collect stars for bonus points.

So far, the only obstacles to Kirby's quest that anyone has seen come from the severe contours of the landscape, but a range of equally cute enemies can be expected to appear in his path before the game is completed. No word yet on whether Kirby will keep his ability to swallow and then gob out enemies, Yoshi-style, to use as weapons though.

The eventual release date for *Kirby's Air Ride* is uncertain – as a

Nintendo game, it won't be released until they're completely satisfied with it, and since the game has undergone at least one change of direction already there's no telling how long that'll take. Will people be sick of cuteness by then?

Prospects: NINTENDO ARE THE MASTERS OF GAMEPLAY, BUT MIGHT THIS BE TOO KIDDY FOR MOST PEOPLE?



KIRBY NARROWLY MISSES HIS CHANCE TO SURF DOWN THE INSIDE OF A PSYCHEDELIC HOOVER TUBE.



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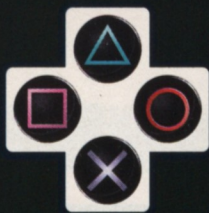
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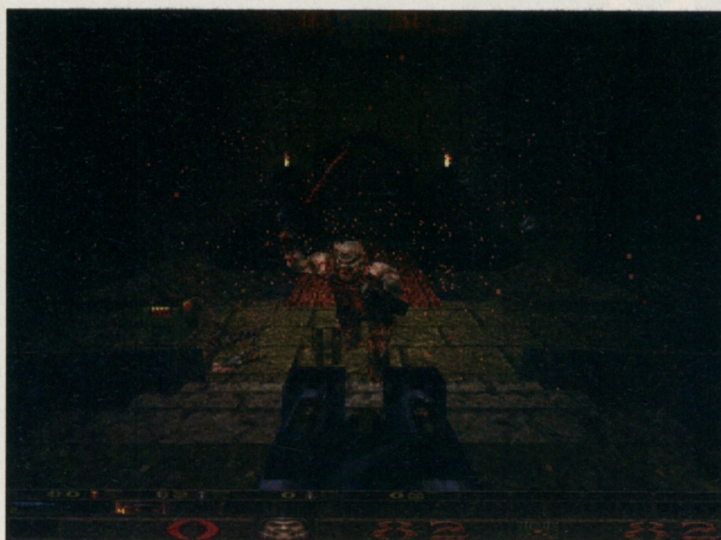
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Publisher: Midway
Developer: Midway/id

Game Type: 3-D Shoot-'em-up
Origin: USA

Import Release: Nov 1997
UK Release: TBA



NOT EVEN THE MINIONS OF BEELEZEBUB HIMSELF ARE IMMUNE TO RAPID-FIRE HIGH EXPLOSIVE!



UNDEAD MAN + GUN + CHAINSAW / A LOT OF NAILGUN FIRE = A SQUISHY MESS.

Quake with FEAR, mere mortals!

QUAKE

64



QUAKE. JUST THE NAME GETS

PC owners all excited, and PC owners with modems positively explode with ecstasy when they hear it. And now, it's coming to the N64!

The description of the game doesn't sound like much – in fact, it sounds just like *Doom*. Run around a series of mazes, shooting things and collecting keys. It's how you run around shooting things that makes the difference – *Quake* has a fully 3-D multi-level environment, with everything from the tiles on the floor to the roaring, screaming monsters

you're trying to blast into lumps of rubbery dead flesh made up from textured and animated polygons. What makes the game even more appealing to PC players is its networking ability, where you can log onto any number of *Quake* games around the world and fight with or against fellow *Quake* fanatics all over the planet. For the truly dedicated, even the 'skins' of the characters controlled by players can be altered to look like whatever they fancy – *Star Wars* characters are popular at the moment, but a bit of time and a graphics package can let you enter the

world of *Quake* as anything from Homer Simpson to Tony Blair!

This level of tinkering with a game's code has until now been limited to machines like the PC, but it now seems possible that a version of

Quake will eventually be appearing on Nintendo's 64DD, giving the potential for up to 38 megabytes of customised characters and levels on a single 64DD cartridge. The 64DD's modem link should also allow console players to participate in the gruelling deathmatches that have secured the PC version's reputation as one of the most popular games of all time. Yes!

However, if this bright future comes to pass, it'll still be some way off, as the launch of the 64DD has been delayed once again (see 64 Showcase this issue). That doesn't mean that bloodthirsty N64 players will be deprived of some action, however; a cartridge version of the game is scheduled for November in the US. Although it will have enhanced graphics, on a par with those only available on the PC for owners with an expensive 3-D graphics card, the game will apparently not include any new levels or monsters. Instead it will be a direct port of the PC game's levels, though some extra effects will be added. This is a matter of concern to some players, as *Quake* was always designed as a multi-player game – the one-player game, with its unintelligent monsters and empty



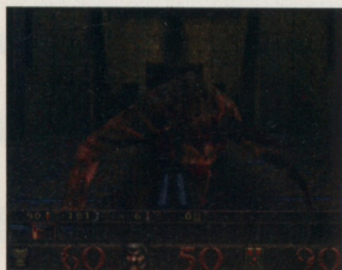
EXTRA WEAPONS ARE ALWAYS A WELCOME SIGHT IN *QUAKE*. YOU CAN NEVER HAVE TOO MANY GUNS!

arenas (which had been deliberately constructed for ambushing other players), is often regarded as lacking when compared to the human-vs-human excitement of a deathmatch game. Does this mean a *Mario Kart*-style split screen mode will be included? We can only hope so!



ARMOUR. ALWAYS A GOOD THING TO HAVE WHEN FACING THE SLAVERING FORCES OF EVIL. THAT AND CLEAN GROTS.

Prospects: IF YOU THOUGHT *DOOM* WAS GOOD, YOU'RE GOING TO BE SHAKEN BY *QUAKE*!



A ONE-EYED HORNED BEAST TRIES TO MAKE YOUR ACQUAINTANCE. DON'T SHAKE HANDS, YOU WON'T GET IT BACK.



IF YOU COME ACROSS A LARGE MAN WITH A FLAMETHROWER... RUN AWAY, RUN AWAY!

Ninfo



Publisher:
Developer:

Midway
Player 1

Game Type:
Origin:

Shoot-'em-up
USA

Import Release: September
UK Release: 4th Quarter 1997

ROBOTRON X

Kill KILL kill KILL kill KILL kill! And kill AGAIN!

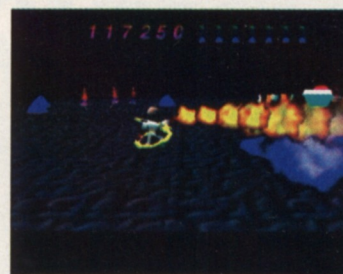
ARE N64 OWNERS INTO RETRO-gaming? Midway certainly hope so – *Robotron X* is the N64 update of the classic arcade machine *Robotron 2084*, regarded by many as the greatest shoot-'em-up ever (whatever may have been said last issue about *Starfox 64*!). In the original game, tactics and planning

were irrelevant – it was as near to a totally instinctive experience as you can get without going back to the jungle to wrestle tigers.

The first version of *Robotron X* appeared on the PlayStation, but Midway and developers Player 1 promise that the N64 version will be several times better. The game will run

at a constant 30 frames per second, getting rid of the PlayStation's sudden speed changes as enemies were destroyed, and the deadly robots themselves have been given a 64-bit makeover, with lots of shiny metal and cool but deadly weapons to hurl at the Stevie Wonder-binned hero.

Unlike the original, where the player was only armed with a simple blaster, *Robotron X* offers a huge array of power-ups to use against the robots, from flamethrowers and bombs to droid-repelling forcefields. Secret codes built into the game will allow players to obtain these weapons early – bizarrely, the codes are accessed by carrying out moves from *Mortal Kombat*! The original twin-joystick controls of the arcade machine are reproduced on the N64's pad – players with two pads can even use both



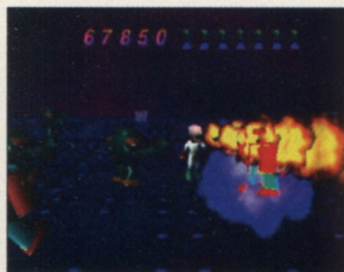
A FORCEFIELD LIKE THIS GIVES YOU TEMPORARY PROTECTION FROM THE ROBOTS.

analogue sticks to control movement and firing with 100% accuracy.

With 200 levels, and a huge final boss to destroy, *Robotron X* will provide gamers with something not yet seen on the N64 – a no-nonsense, balls-out, non-stop blasting experience where smart-arse tactics are as much use as rigid toilet paper. Expect a full review next month!

Prospects: THE N64 NEEDS A GOOD ARCADE SHOOTER – BUT IS *ROBOTRON* TOO DATED TO APPEAL TO NINETIES GAMERS?

93



AN UNLUCKY ROBOT EXPERIENCES THE FULL FLAVOUR OF A FLAMING MOE.



THIS IS THE LITTLE BLOKE YOU CONTROL – HE LOOKS LIKE A CYBORG ELMER FUDD!

Ninfo



Publisher:
Developer:

Interplay
Vis

Game Type:
Origin:

Platform
USA

Import Release:
UK Release:

TBA
TBA

EARTHWORM JIM 3-D

G'wan, SHOW us your WORM!

SHINY ENTERTAINMENT'S *Earthworm Jim* was a huge hit on the Super NES, the invertebrate hero's battles against the demented forces of Queen Slug-For-A-Butt and Evil the Cat giving rise to the inevitable sequel and even a cartoon series. His third outing goes one step further by appearing on the N64 in 3-D!

Much of the appeal of *Earthworm Jim* was in the amazing cartoon-quality animation, so Scottish developers Vis will have their work cut out to match this in the third dimension. The shots that have appeared so far would seem to indicate that they're not doing a bad job at all...

In the game, the heroic worm has been banged over the head and knocked out, resulting in a journey through the deepest recesses of his

subconscious mind as he tries to repair the damage to his limited supply of braincells. The game looks similar to *Mario 64*, but with a greater amount of animation on Jim himself. Jim's hoverboard also puts in an appearance on some levels – it doesn't look as though he's got around to fixing the

controls, though!

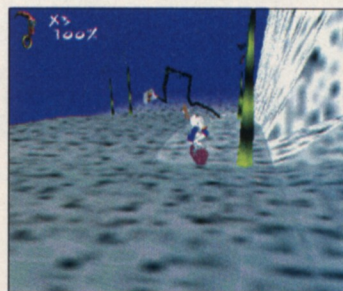
It hasn't taken long for developers to jump on the 3-D update bandwagon, but *Earthworm Jim* on the Super NES was one of the few platformers that could challenge *Mario World* for playability – will the same happen here?



THAT'S WHY YOU'LL ALWAYS FIND JIM IN THE KITCHEN AT PARTIES.



WASN'T THIS PART OF THE TITLES OF *SCOOBY DOO*?



JIM DOESN'T JUST RELY ON SHANKS' PONY TO GET AROUND – HE'S ALSO GOT A HOVERBOARD TO SPEED THINGS UP.

Prospects: THE EARLY WORM CATCHES THE BIRD, BUT THERE WILL BE PLENTY OF SIMILAR GAMES AROUND SOON – JIM WILL NEED TO OFFER SOMETHING REALLY SPECIAL!

Ninfo



Publisher:
Developer:

Midway
Midway

Game Type: Platform Beat-'em-up
Origin: USA

Import Release:
UK Release:

November
4th Quarter

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

BABY, you're as cold as ICE!

BEFORE *MORTAL KOMBAT 4* arrives in a blast of 3-D bloodletting, *Mortal Kombat Mythologies* will make an appearance to satisfy the death lusts of crazed *MK* fans. In a change of format, *MK Mythologies* will only allow one



SUB-ZERO PAUSES FOR A MOMENT IN A DULL METAL ROOM - EXCITING STUFF!

character to be selected - Sub-Zero - and the game will have him exploring a platform landscape searching for people to fight.

The idea behind *MK Mythologies* is that it tells the origin story of one of the series's more popular characters, showing the events that led up to him becoming an entrant in the first *Mortal Kombat* tournament. Midway hope that if *MK Mythologies* is successful, a whole series will follow, each one charting the history of a different fighter.

Will beat-'em-up fans take to the addition of an adventure element to the game? Certainly the *Mortal Kombat* series was looking very dated - this could be the kiss of life it so desperately needs.



FLAMES AND PEOPLE WITH HEARTS OF ICE DON'T MIX. GET OUT OF THERE, YOU FOOL! (INSET) IS THIS *MORTAL KOMBAT MYTHOLOGIES*, OR *SUPER HUNCHBACK*?

Prospects: PLATFORM BEAT-'EM-UPS OF OLD HAVE BEEN FAIRLY SIMPLISTIC - CAN *MK MYTHOLOGIES* BREAK THE TREND?

Ninfo



Publisher:
Developer:

Konami
Konami

Game Type:
Origin:

Adventure
Japan

Import Release:
UK Release:

TBA
TBA

CASTLEVANIA 64

A Nintendo 64 GAME with some BITE!

CASTLEVANIA (OR *DRACULA*, as it's known in the Land Of The Different Copyright Laws) is one of Japanese softco Konami's longest-running series, and the latest incarnation of the undead adventure is coming to the N64 in the be-caped form of *Castlevania 64*.



SIMON BELMONT DEMONSTRATING HIS SUPPLE WRIST ACTION.

All that Konami have publicly shown of the game is a video, given an airing at the Tokyo Toy Show, but even this had jaws sliding towards the floor and grizzled hacks making 'gimme gimme' motions at the screen. Simon Belmont, the hero of the previous *Castlevania* games, is back in impressively lit 3-D. Although the game seems have to have similarities to *Mario 64* and *Zelda 64* in the way it will be played, Konami are taking advantage of the altogether darker atmosphere of the Dracula myth to give *Castlevania 64* its own distinctive look.

Belmont, armed as ever with a whip rather than the usual stakes and crosses, has a new range of actions that would make Peter Cushing sick with envy, being able to

somersault, backflip and wrestle with zombies. He can also use his whip both to dispose of the various ghouls he meets in Dracula's castle and to swing over otherwise impassable chasms.

Belmont is joined by two other characters, a young girl who seems to have supernatural powers and a flamboyant pistol-packing mercenary. As yet, it's unknown whether players will be able to swap between this trio at will, or if one character must undertake the Drac-topping mission alone.

As yet, no release date has been set, and it has not even been decided whether the game will be on cartridge or 64DD disk, but when it does finally emerge from Konami's crypt the past track record of the *Castlevania* games should make it more popular than garlic in Transylvania.



AH! A CROSS! NOW, WHAT IS IT THEY'RE HANDY FOR REPELLING?



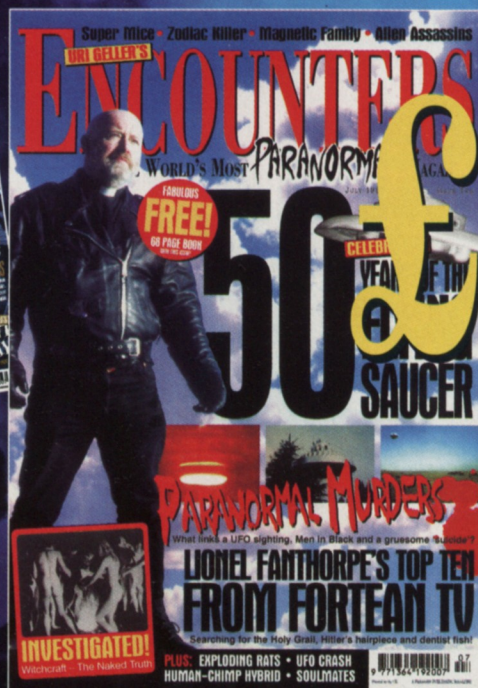
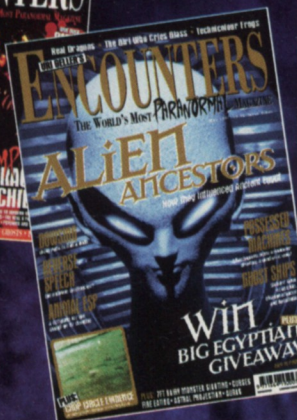
ONE OF THE THREE CHARACTERS PLAYERS CAN CONTROL IS THIS AS-YET UNNAMED GIRL.

Prospects: WE'D 'STAKE' MONEY ON THIS BEING A HIT - BUT HOW LONG WILL WE HAVE TO WAIT FOR IT?

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64 NINDEX

magazine

BLAST CORPS

Publisher: NINTENDO Reviewed in: ISSUE 2 (IMPORT) By: STUART WYNNE

64 Score 88%

WE SAID: "Blast Corps is a riotous arcade experience structured to provide massive, total addiction. The 'just-one-more-go' syndrome is impossible to resist, burning up midnight hours in a frantic rush to uncover yet more bonuses and vehicles. It's fantastic fun, but like most good things doesn't last as long as you might want."



EVERY N64 game we review will appear here in the NINDEX, the AUTHORITATIVE guide to Nintendo software. It's ALL here!

THE GLORY OF ST ANDREWS

Publisher: SETA Reviewed in: ISSUE 3 (IMPORT) By: ANDY McDERMOTT

64 Score 25%

WE SAID: "St Andrews is a pretty sad attempt at a golf game. The control method is badly flawed, and the game looks like a Super NES leftover. On top of all that, the masses of Japanese text make most of the game options indecipherable and to cap it all, the ball isn't even round! No guts, and definitely no glory."



CRUIS'N USA

Publisher: NINTENDO Reviewed in: ISSUE 1 (IMPORT) By: GRAEME NICHOLSON

64 Score 31%

WE SAID: "Cruis'n USA is a depressingly poor product that is not worth more than five pounds of your money. Each leg is only worth winning for the marvellous breasts belonging to the bouncy young lady who presents you with your trophy, but sadly this alone doesn't justify the heavy price tag. Steer clear."



HUMAN GRAND PRIX

Publisher: HUMAN Reviewed in: ISSUE 2 (IMPORT) By: DAMIAN BUTT

64 Score 78%

WE SAID: "Human GP is an impressive piece of software, but you can't help feeling that it was rushed to be one of the N64's first games. As it is, this is merely a Super NES game with added 'zing' and not a true next generation experience. Some good ideas though."



DOOM 64

Publisher: GT Reviewed in: ISSUE 1 (IMPORT) By: JOHN MCCLEARY

64 Score 81%

WE SAID: "Cynics might suggest that the Nintendo 64 was built for better things, but it's flaming good fun, even if you have already spent half your life crawling the caverns of Doom on all the other platforms. A worthy update of an undoubted classic, but it's not exactly a major step forward."



ISS 64

Publisher: KONAMI Reviewed in: ISSUE 3 By: ANDY McDERMOTT

64 Score 91%

WE SAID: "If you have any interest at all in football and you own an N64, you really must have this game. If you made the mistake of buying FIFA 64, weep for a bit, then flog it off to your local second-hand games store and put the money towards ISS 64 instead. International Superstar Soccer 64 is the best football game ever!"



DORAEMON

Publisher: EPOCH Reviewed in: ISSUE 3 (IMPORT) By: ANDY McDERMOTT

64 Score 50%

WE SAID: "Doraemon is obviously aimed at young children – the level of skill required is a lot lower than Mario 64. Unlike in Japan, where the earless moggy has quite a following, there's really no reason for UK gamers to buy Doraemon, as it is inferior to Mario 64 in every way and the chances are you'll already own Mario anyway."



KILLER INSTINCT GOLD

Publisher: NINTENDO Reviewed in: ISSUE 3 By: ANDY McDERMOTT

64 Score 75%

WE SAID: "The problems with KI Gold stem not from the N64 game, but the limitations of the original. It doesn't have the bone-crunching feeling of impact in something like the Street Fighter series... but while it may fall short of what's available on other consoles, it is still the best fighter on the N64."



FIFA 64

Publisher: EA Reviewed in: ISSUE 2 By: PHIL KING

64 Score 29%

WE SAID: "Frustratingly shallow, predictable action that even a long-suffering Arsenal fan would find difficult to endure. At the end of the day, FIFA 64 may have all the real players and some TV-style gimmicks, but it doesn't play a decent game of football and is one of the N64's worst games. Avoid."



STARFOX 64

Publisher: NINTENDO Reviewed in: ISSUE 2 (IMPORT) By: STUART WYNNE

64 Score 95%

WE SAID: "Overall, Starfox 64 is undoubtedly the most exciting N64 title since Mario 64. Its variety, intense arcade gameplay and superb structure make for great fun. For too long, beat-'em-ups and racers have dominated gaming; hopefully Starfox will lead the way for the first great coin-op genre to rule the roost again!"



MARIO KART 64

Publisher: NINTENDO

Reviewed in: ISSUE 3

By: ANDY McDERMOTT

64 Score **94%**

WE SAID: "Nintendo have shown how little they are interested in the UK market by not really making any effort to optimise the game for PAL televisions, instead just carrying out the same kind of straight conversion they did for *Super Mario 64*. Niggles aside, *Mario Kart 64* is still a great game... but it should have been just that little bit better."



SUPER MARIO 64

Publisher: NINTENDO Reviewed in: ISSUE 1 (IMPORT) By: STUART WYNN

64 Score **95%**

WE SAID: "Nintendo's embrace of 3-D gaming is so comprehensive, so well thought-out that it marks the biggest advance in game design since the business began. The sheer scale of the achievement, in originality, variety and technological muscle earns it a 'Best Game Ever' acclamation. Dwarfs anything yet seen on the CD superconsoles..."



MORTAL KOMBAT TRILOGY

Publisher: GT

Reviewed in: ISSUE 3

By: LOZ COOPER

64 Score **62%**

WE SAID: "*Mortal Kombat Trilogy* is genuinely unworthy of the N64, as it is just incredibly dated and lacking in the kind of gloss and attention to detail that modern gamers have come to expect. This dead horse hasn't just been flogged, it's been ground into dogfood and had its bones boiled up as glue. Yeuch!"



TUROK: DINOSAUR HUNTER

Publisher: ACCLAIM Reviewed in: ISSUE 2 (OFFICIAL)

By: DAMIAN BUTT

64 Score **82%**

WE SAID: "Although *Turok* is visually impressive and certainly a good argument to put to your better half for buying an N64, the gameplay soon becomes repetitive and any clever ideas brought on in the early stages make way for mindless shooting and maze exploration near the end. A decent game though."



NBA HANGTIME

Publisher: NINTENDO

Reviewed in: ISSUE 2

By: PHIL KING

64 Score **60%**

WE SAID: "Sadly the three-button arcade gameplay, although fun, lacks the depth and challenge required for long-term interest. It still plays, and even looks, remarkably like the original *NBA Jam*: the simple sprite animation doesn't exactly push the 64's capabilities to the limit. A good laugh with four players, but it seems incredibly primitive..."



WAVE RACE

Publisher: NINTENDO Reviewed in: ISSUE 1 (IMPORT)

By: STUART WYNN

64 Score **94%**

WE SAID: "*Wave Race 64* has turned out to be a dark horse of Grand National-winning quality. The stunning graphics, immaculate playability and entirely original handling make for a game like no other. As much as for *Super Mario 64* or *Mario Kart 64*, *Wave Race 64* alone justifies the cost of the N64."



PILOT WINGS 64

Publisher: NINTENDO Reviewed in: ISSUE 1 (IMPORT) By: GRAEME NICHOLSON

64 Score **89%**

WE SAID: "The best asset which *PilotWings 64* has is the immense freedom offered. With moments of both total tranquillity and frantic action, *PilotWings 64* is an excellent game to accompany your new super console, and although it's pretty, prolonged playing has shown that it's not just a looker."



WAYNE GRETSKY

Publisher: GT

Reviewed in: ISSUE 2 (IMPORT)

By: DAMIAN BUTT

64 Score **84%**

WE SAID: "Overall *Wayne Gretsky's 3D Hockey* is an infinitely playable sports game which offers unparalleled four player action, but it could have looked to the 16-bit games for some of the missed features. The analogue stick is a marvel for games like this, and it makes short work of spinning and skating around the rink at high speed."



SHADOWS OF THE EMPIRE

Publisher: NINTENDO Reviewed in: ISSUE 1 (IMPORT)

By: MARK WYNN

64 Score **88%**

WE SAID: "Set against its only true peer, the faultless *Mario 64*, *Shadows of the Empire* is inevitably a flawed masterpiece, but LucasArts should be proud of its contribution to the Nintendo 64's successful launch and few will be disappointed with this truly worthy addition to the *Star Wars* legacy."



WAR GODS

Publisher: MIDWAY

Reviewed in: ISSUE 3 (IMPORT)

By: LOZ COOPER

64 Score **59%**

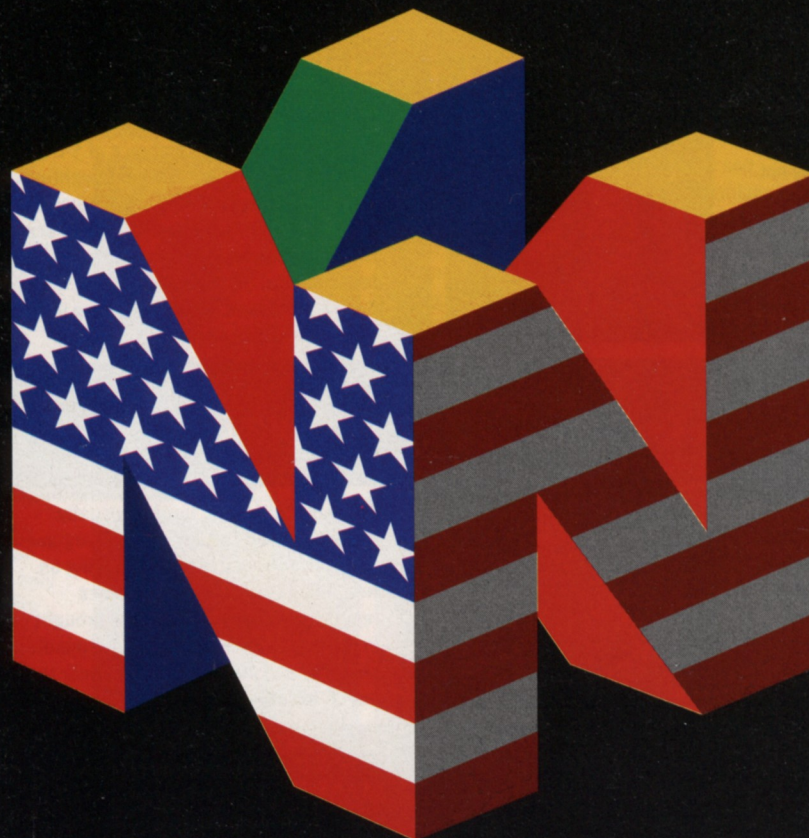
WE SAID: "Once you see past the flashy graphics, you'll realise that *War Gods* is a sad attempt at a beat-'em-up. If you're desperate for a beat-'em-up for your N64, get *Killer Instinct Gold* rather than this. *War Gods* is just another American game that's all graphics and no gameplay."





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THE MAN FROM ATLANTA

Fresh from the fetid, sweaty hellhole of an, erm, air-conditioned convention centre that houses the E3 show in Atlanta, our man in the States will be winging his way back to Blighty with all the latest Nintendo news. E3 has become the world's premier showcase for showing off new titles, and among those expected for exhibition are Nintendo/Rare's new flagship title *Banjo-Kazooie* (horrible name, crazy game), *Goldeneye 007*, *Yoshi's Island 64*, *Mission: Impossible*, *Multi Racing Championship*, *Lamborghini 64*, *Body Harvest* and, if we're incredibly lucky, the 64-suffixed likes of *Tomb Raider*, *Zelda*, *F-Zero*, *Castlevania* and *Quake*!

We'll also be making a second attempt to penetrate the wall of security surrounding Rare, one of Nintendo's most trusted allies – our last try saw the hapless hack who made the premature announcement of success being administered a savage beating and left hogtied in a sack. With some post-E3 glasnost, hopefully his successor will fare better!

As for the rest? Well, as somebody or other once sang, "Who knows what tomorrow brings?" In other words, we don't have a clue. We're expecting to see *Go! Go! Troublemakers*, *Multi Racing Championship*, *Baku Bomberman 64*, *Ganbare Goemon 5*, *Rev Limit* and the UK releases of *Clayfighter 63 1/3*, *Blast Corps* and *Doom* in time for next issue, but to be honest there's more chance of finding the Ark of the Covenant in your laundry basket than there is of N64 games appearing when predicted. But we won't let that deter us – join us on July 24th for issue 4 of 64 MAGAZINE!



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War Gods



"War Gods is just another American game that's all graphics and no gameplay."

ISS 64



"ISS 64 is the best football game ever, and that's all that needs to be said!"

Mario Kart



"Remarkably conservative considering what could have been done..."

Killer Instinct



"KI Gold is, in essence, a very accurate conversion of a not-bad arcade game."

